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| JavaScript UI & DOM 2014 | 2014-60-15 |

Team Name: “Quan Chi”

GitHub URL: https://github.com/IvelinStanchev/QuanChi

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This document describes the teamwork project for Telerik Academy students in JavaScript UI & DOM course as completed by the Quan Chi team. The goal is to implement a client-side JavaScript application using the HTML graphic APIs – canvas and SVG.

The implemented solutions is a game with the player controlling the lane position of a blue car with the left/right arrow keys, as red cars pass by. The layer aims to avoid the red cars. As the game progresses the red cars move faster and faster. Points are gained with each red car avoided. The player can slow down with the down arrow key, but that reduces the number of points.The game ends when the player's car collides with one of the red cars, or uses the 'quit' option.

The background is an image of a road displayed in an <svg> element. The foreground is a <canvas> element which renders the player and red cars. When the player presses the 'start' button the blue car appears at the bottom of the road, and red cars start appearing at the top.

The team used Git as a source control system with the repository hosted on GitHub.