# Team “Mavado” Ninja Fight To Learn

## 1. Game description

The game consists of a single html page rendered in the browser window. The game itself is an arcade game where the player controls a Telerik Academy Ninja that shoots the incoming from various directions enemies /homework assignments/. The player can throw deadly shuriken stars by clicking the mouse and move around with the keyboard. The game ends when a homework assignment reaches the ninja.

## 2. Team members

Ivan Tonchev – Depressor

Nikolay Radkov - Nikolay\_Radkov

Emil Grekov – etcet

Martina Petrova – martina.petrova.779 – didn’t participate in the development

Maria Getova – mimigetova – didn’t participate in the development

Svetozar Vulchev – snowstorm – didn’t participate in the development

3. URL of the project repository in GitHub  
 <https://github.com/etcet1/NinjaFightToLearn>

## 4. Documentation

The game source code is separated in different classes in order to provide object oriented logic.

* **Index.html** – the application page.
* **Game.js** – provides the basic functionality of the game. It manages the game rendering through the drawFrame function and the game logic through the updateFrame function.
* **Ninja.js** – defines the ninja ‘class’, controlled by the player.
* **Homework.js** – defines the homework assignments ‘class’.
* **Star.js** – defines the ninja’s stars ‘class’.
* **Background.js** – defines the background ‘class’.
* **Controls.js** – handles the user input.
* **Start-screen.js** – defines the logic for menu interactions.
* **Img-repo.js** – holds information about the images used in the game and ensures that all of them are loaded correctly.

Technologies used:

* **SVG** – used for the UI
* **HTML5 Canvas** – used for rendering the game itself