## Team "Kintaro"

# Game - Popcorn

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## Project Purpose:

* JavaScript game, clone of arcade game “Popcorn”.

## General game play:

* Game field consists of bricks, player pad and a ball. The player must prevent the ball from falling off the game field by moving the pad, attempting to bounce it against the bricks. The ball changes its direction when bouncing by the walls, player pad or bricks. Every hit from the ball destroy a brick. There are different kinds of bricks, some of them produce bonus.

## Game options and controls:

* The game can be paused at any time. After the game finish the user can enter his/her name. A list with the top 10 scores is available. The game will be restarted after the final label “Game over” is pressed on.

## GitHub Repository URL:

<https://github.com/nzhul/Popcorn-Kintaro/>