***Project Report***

Title:

The Shinobi Clash

Introduction:

Our Project is based on JavaScript and HTML to run it over a website (localhost). Canvas is a module that consists of different predefined functions. For the Stand animation, fighting animations and the death animation we used sprite sheets from the internet and cropped the images, made the coloured background transparent and then scaled the size to make it look better. We have used 3 fighting moves for both the players. Your Player is Naruto and the computer will operate Sasuke. We also used a health bar for both of them which will decrease as one player gets hit by another.

Instruction:

Press 1 for attack 1.

Press 2 for attack 2.

Press 3 for attack 3.

The Health Bar updates itself according to the number of attacks received, when it turns red from green the player dies.

Conclusions:

* We learned to work for continuous 12 hours.
* We learned the power of distribution of work one guy used to work on debugging, other made animation smooth.
* We learned the use of replit and GitHub.
* We learned a new language and its implementation in just 2 days for the hackathon.

References:

<https://www.w3schools.com/graphics/canvas_text.asp>

<https://www.w3schools.com/js/js_random.asp>

<https://www.spriters-resource.com/>

<https://www9.lunapic.com/editor/>

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