**TEAM NAME: SALEMAELI**

**Project name: Break & Collect**

**Team members:**

* **Mihail Stefanov**
  + Contribution: Design of game logic, graphics design and implementation, preparation of the initial bricks, ball and board behaviors, organization and participation in team meetings, OOP Design, refactoring and debugging;
* **Maria Dimitrova** 
  + Contribution: Design of start screen and all of its menus, design of game over screen, and score keeping system, graphics design and implementation, participation in team meetings, refactoring and debugging;
* **Stanislav Stanev**
  + Contribution: Design of levels, creation of level editor and loading of levels in the game, implementation of game music and icons, participation in team meetings, OOP Design, refactoring and debugging;
* **Damyan Grancharov**
  + Contribution: Design of game bonuses and penalties, graphics design and implementation, design of score and lives keeping classes, participating in correspondence via email and Skype, OOP Design, refactoring and debugging.

**Project purpose:** We have created a game (similar to games such as DX Ball), where the player controls a board (paddle) on the bottom of the screen, which deflects a ball. The goal is to destroy all the bricks on the screen and collect as many coins as possible that fall when the bricks are broken. Besides coins, various bonuses and penalties can appear from the broken bricks. We have used the JavaFX library to create the visualization of the game. The following diagram summarizes the class structure of the game: