# JS UI & DOM Course – Teamwork Project – Client-side JavaScript application - “Brain Game”

**2014, June**

## Team “Ermac”

Members and theirs usernames in the student system of “Telerik Academy”:

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# Project Description

The purpose of the project is to implement a **client-side JavaScript application** using the HTML graphic APIs – canvas and SVG in a team of six students.

The choice of the team “Ermac” is to create a game testing the analytic, coordination and reflection skills of the player.

**Goals of the game:**

* The main goal of the game is to fly with a spaceship as long as it’s possible
* By solving equations the fuel of the spaceship is rising

**How to play:**

* The spaceship flies in a horizontal direction from left to right, and from the right side it has to avoid the appearing meteors
* Navigation is realized by the keys: a, s, d, w or with the arrows to avoid the meteors
* The right panel represents a separate task, which solving gives the player additional fuel
* After starting the game in the right panel appears an equation and several color bubbles
* Selecting the correct answers of the equations with the mouse rises the fuel only if the selected bubble’s color corresponds to the color of the bubble with the equation inside
* Selecting a wrong answer or a bubble with a different color than the equation’s will decrease the player’s fuel
* The bottom panel shows the current fuel and points
* The game has three levels of difficulty: normal, nightmare and hell

## URL / GIT repository

The URL address of the project’s repository:

[https://](https://github.com/drumev/OOP-William-Faulkner)github.com/mitov90/BrainGame