C:\Academy\web-6-JavaScripr-App\99_TeamWork\Documentation\df-out3.png **Team: Dragon Fruit** C:\Academy\web-6-JavaScripr-App\99_TeamWork\Documentation\df-out3.png

**Team list:**

* Vladislav Karamfilov
* Angel Stoyanov
* Svetoslav Manchev
* Kalin Nikolov
* Hristo Maleev

**Project name:**

* Tanks-game

**Project purpose:**

* Traditional Tanks-game created on JavaScript.

On the generated battle field there is one human player (Tank), different number of enemy players (Tanks) and different type of static objects (destroyable bricks and un-destroyable walls).

The Player and the Enemies could shoot. The player accumulates points by killing the enemies. The game is over when the player is killed or all enemies are eliminated.

The Enemies are moving to the Player with logic of 50% guessing player's move and shooting on a constant interval.

**The URL of your SVN repository:**

* members

<https://code.google.com/p/tanks-game/>

* non-members

<http://tanks-game.googlecode.com/svn/trunk/>

**Class Diagram:**

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