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 members:**

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

**Project name:**

* Tanks Game

**Project purpose:**

* Traditional Tanks Game created with 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 shoot on a constant interval and their moves are determined by 50% chances to guess Player’s direction.

**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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