## JS UI and DOM

## Team "Bacardi"

# **Team members:**

|  |  |  |  |
| --- | --- | --- | --- |
|  |  | chezza Михаела Иванова  Git profile: MihaelaIvanova |  |
|  |  |  |  |

# **Git repository:**

https://github.com/stellaval/Bacardi

# **Game description:**

Bacardi Tower is inspired by the game Icy Tower. We have combined the scenario of the popular game with something much more popular – cocktails with Bacard☺

You can choose to be/play with: pig, dude or super ninja cat.

But it’s not a piece of cake like just drinking a Bacardi mix. You have to collect cocktails by jumping on clouds higher and higher, the higher you’ve climbed, the faster the clouds move. If you fall, all the glasses break and you die.

# **Technical description:**

The playfield of the game consists of clouds. You have to jump on them in oreder to collect the cocktails. If you fall, the game is over.

You can play it again by pressing button PLAY AGAN.

# **Business logic:**

The game is organized in folders, as follows:

- **assets** - contains all other folders

- audio - contains audio files

- fonts - contains special fonts

- images - contains image files

- scripts - contains all javascript files

There are 6 JS files and a folder Libraries with Phaser & Raphael:

USE Canvas & SVG

- [**game-loader.js**](https://github.com/stellaval/Bacardi/blob/master/assets/scripts/game-loader.js)- containing the following  **functions**/methods

* loadJS – loading .js files and appends them to index.html, helping function
* loadAllGame – load all needed files to start the game
* onetime – makes an event being able to be fired only once
* handler – when event is fired the function is fired also, it manipulated the DOM by adding js files and deleting DOM element

**-** [**game.js**](https://github.com/stellaval/Bacardi/blob/master/assets/scripts/game.js) **–** contains the Game object wrapped in an iife. The Game Objects has methods:

* preload – loads all assets needed to start the game – audio, image, fonts
* create - initialize game logic: set physics, platforms, players etc.
* update – hangling events such as pressing buttons etc. and update position, score, sprites etc.
* drawScore – helper function outside the Game Object

**-** [**game\_over.js**](https://github.com/stellaval/Bacardi/blob/master/assets/scripts/game_over.js)– contains the Game\_Over Object. Has functions:

* preload
* create
* startGame – in context of pressing button…

**-** [**main.js**](https://github.com/stellaval/Bacardi/blob/master/assets/scripts/main.js) **-** Initilize game engine

- [**menu.js**](https://github.com/stellaval/Bacardi/blob/master/assets/scripts/menu.js) - initialize Start menu. Contains several functions:

* preload
* create
* chooseCat
* choosePig
* chooseDude
* startGame

- [svg\_drawer.js](https://github.com/stellaval/Bacardi/blob/master/assets/scripts/svg_drawer.js) – uses Raphael.js to create the start screen animation with SVG