# Teamwork Project Assignment for the [JavaScript Fundamentals Course @ SoftUni](https://softuni.bg/courses/javascript-basics/)

Design and implement **a client-side JavaScript game** by choice. It could be a well-known game like Tetris, Xonix, Solitaire, Minesweeper, Bridge-Belote, Chess, Backgammon, any jumping game (Super Mario, Bomberman etc.) or a game designed by your team. You may implement a **very simple game** or more complex game, depending on the strength of your team, the technical level of the team members and the time available.

You as a team are **free to** decide how to organize the work – you might spend all the time at SoftUni or work at some other location, organize online meetings, use chat systems, organize mailing lists, Facebook groups, use project management tools like the GitHub Issue Tracker, source control tools like Git and GitHub and any other technical and non-technical resources to build your project, but please **work in team**. Each team member should be able to **prove his or her contribution** at the project live defense. Remember that each team member will get **equal score** at the project’s public defense.

## General Requirements

* **Use JavaScript** – the entire work should be implemented in JavaScript
* **Use Canvas** – the visual part of your game should be made using HTML5 Canvas
* Ensure your application **works correctly** in the latest versions of Chrome
* Use **GitHub** as a version control system and project collaboration tool
* **Work in team** – all team members should contribute (commits in at least 3 different days)
* **Do not** use **engines** or **tools** that generate the JavaScript code

## Additional Requirements

* Follow the **good practices** for writing code: correct naming, correct formatting, etc.

## Deliverables

* Submit a link to your **GitHub** public repository, holding the project assets (source code, images, etc.)
* Each team member submits the same link to GitHub.

## Public Project Defense

Each team will have to deliver a **public defense** of its work in front of the other students, trainers and assistants. Teams will have **only 10 minutes** for the following:

* **Demonstrate** the application (very shortly).
* Show the **source code** and explain briefly how it works.
* Explain how each team member has **contributed**.
* Show the **commits logs** to confirm that team member has contribution to the project.
* Optionally you might prepare a **presentation** (3-4 slides).

Please be **strict in timing**! Be **well prepared** for presenting maximum of your work for minimum time. Bring your own laptop. Test it preliminary with the multimedia projector. Open the project assets beforehand to save time. You have **10 minutes**, no more.

## Assessment Criteria

* **Overview** (technical implementation, layout, design, usability) – 0…5
* **Functionality** (rich functionality and higher complexity are scored higher) – 0…5
* **Code quality** (good naming and formatting, using of let, etc.) – 0…2
* **Team work** (GitHub used; multiple commits from each team member) – 0…3
* **Bonus** – 0…2

## Give Feedback about Your Teammates

You will be invited to **provide feedback** about all your teammates, their attitude to this project, their technical skills, their team working skills, their contribution to the project, etc. The feedback is important part of the project evaluation so **take it seriously** and be honest.