

"DUET" by Cod3Lord\$ (IMT2020067 Rishi Vakharia and IMT2020049 Vaibhav Thapliyal)

#### IDEA:

The idea for our project was to make the game Duet ourselves. Duet is an android game in which two balls positioned opposite to each other rotate in a fix circle responsive to our touch. The goal of the game is to avoid obstacles and complete levels.

#### IMPLEMENTATION:

We have made a start menu where user can start the game by pressing 'Enter'.

We implemented this game using Canvas java script. First a background was set and then the dual balls were drawn using `canvas.drawCircle()`.

The dual balls are set such that they rotate left and right by pressing keys 'A' and 'D' respectively. The falling obstacles are loaded through functions which make use of `canvas.drawRectangle()`.

#### PROBLEMS FACED:

Since we both were new to Canvas, we faced some problems but most of them were overcome by watching YT videos and previous year examples.

One problem we faced was how to implement circular motion of the duet balls and their collision with obstacles. We solved this problem by taking reference from one previous year project.

#### THINGS WE LEARNT:

We got a basic introductory knowledge of HTML, CSS, JavaScript and Canvas.

We also learnt how to collaborate and distribute work on replit.com.

We also got to experience working on a project under a short period of time.

PS: We also found out that Hackathons can actually be fun. XD