**PROJECT REPORT**

Introduction :

Our project is based on JavaScript using the Canvas framework. The base code is in the HTML language.

Problem Description:

The main motivation behind the project was to develop or create a game(Air Hockey) that can be played by two players in boredom and can enjoy the free time.

Game Description:

1. The game is a two player multiplayer game in which each gets their own stricker and the aim is to stop the disc from crossing the border on your side.
2. The player gets a point every time the disc goes beyond the border of the opponent player
3. The max number of points a player can get is 10.

Conclusion:

1. Learnt a completely new language and help us to increase our knowledge about the real programming world.
2. It also helps us to learn to work in groups and help us understand about unity in a project.

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