PROJECT REPORT:

The project is based on JavaScript using the canvas framework. Base code is in html.

Problem :

We have made a game in this project.

Game Description:

SO basically there is a cannon on top of a hill,that fires balls in horizontal direction at random velocities therefore random distances. There is a collector bowl the movement of which is in the hands of the user.

The more number of balls that the bowl catches the more is the score of the player. Also if the ball is

caught perfectly you get 5 points otherwise with improper catches it varies from 1 to 4.

The game is over if the player misses catching the ball for more than 3 times.

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