Mustang

# Overall

All code and resources are in the "App" folder. Any object along with its functions should also be here.

# master.js

Any code that should be present wherever the player is in the app.

* scene
* update()

# menus.js

Menus should be defined here.

# game.js

The actual game should be here.

# animations.js

Any sound or animations (i.e. the backgrounds) should go here

# index.js

Contains helpful shortcuts. Should not touch.

* canvas
* context
* initiate()
* Scene()
  + children
  + touch
  + interval
  + clear()
  + drawChild(child)
  + drawText(text)
  + start(fps)
  + pause
  + isPiontInChild(x,y,child)
* Child(img, x, y, width, height)
  + image
  + x
  + y
  + width
  + height
* Text(text, font, color, x, y)
  + text
  + font
  + color
  + x
  + y