The first README provides a textual overview and inventory of source code modules. Think of this as explaining what is going on as if a new member just joined your team, as well as to help the TA know what to look for where in your source code.

Inside of the zip folder you will find our HTML file that makes up our webpage as well as the javascript file that runs as our game. The javascript file accesses the “images” directory to load the player and map to the screen.

**RIP.js**

This file is the javascript file that contains the code to run our game.

‘imageRepository’ is used to determine the source of the images so that they can be implemented with later functions. This will help when “drawing” the images on the screen. So far there are images loaded for the background and the player.

Up next there is ‘drawable’, ‘background’, and ‘player’. The first function is used to help set the properties for the last two. This sets the “rules” on how the image can be drawn on the canvas. The ‘background’ function inherits the properties of the ‘drawable’ function and draws an image the canvas. (The background) Up next the ‘player’ function uses the same kind of implementation to draw the player, but there is more to this function than simply drawing. There is a move function implemented since the player can move around on the canvas. This function determines where the player can move (according to the boundary of the map) and will re-draw the player as it moves.

The ‘game’ function is used to get the canvas information and handle setting up the objects used in the game. The function itself returns true or false depending on if the canvas is supported or not. If it is, then the function initializes the context and canvas information for the objects.

The ‘animate’ function is a loop to draw the objects on the screen. This will be implemented with ‘key\_codes’ and ‘key\_status’ to help show feedback to our users. ‘key\_codes’ builds the codes associated with each direction of movement. ‘key\_status’ is used to determine whether or not a key is pushed down or not and is implemented to trigger events. (moving up, stopping, moving left, etc..)

Lastly the function ‘requestAnimFrame’ from found online and we use it to optimize our animation loop.

**Index.html**

This is the html file that we uploaded to host our game. This file determines the canvas and calls on the RIP.js file to run.

The rest of the files are just the images that we use in our game or html document to help make the webpage and game more appealing.