Build Documentation

This game was developed using HTML5 and java script.

The code for the game involves three folders. The code folder has all the java script codes used by the game.html. The libs folder contains the queue java script code. The third folder is the resources folder and contains the following folders: css, html, sounds.

The html folder contains the menu.html that links to the game.html and instructions. The HighScore.html is nonfunctional. The game.html access all the java script files in the code folder, library folder and sounds folder.