Name/Identifier	Data type/Size	Scope	Purpose
Display			
drawscreen	Void (function)	Global	Function that draws all elements from the map/genmap onto the canvas
draw	Void (function)	Global	Draws individual tiles on the canvas
intrest	Array of Strings ~ 20 char	Local	Stores the names of possible structures/points of intrest
terrain	Dictionary of Class Objects - preset undefined size	Local	Stores the object data of tiles (e.g. what type of tile is it?)
entites	Dictionary of Class Objects - preset undefined size	Local	Stores the object data of entites that can appear on top of tiles (e.g. what type of entity is it?)
map	Dictionary of Class Objects - unbound size	Global	Stores all information conecerning what's going on the HTML canvas element (i.e Tiles, Entities, Structures)
size	32-bit integer	Global	Determines the length of each tile (constant)
sps	32-bit integer	Global	Determines the length of each 'chunk' of tiles (i.e how many are generated at once) (constant)
ctx	Class Object (HTML Element)	Global	HTML element of the canvas.getContext("2d"); Protocol
Movement			
update	Void (function)	Global	Function that updates the player's position on the screen/interactions after a keypress event is detected
globalpos	list of 32-bit integers - 2 values	Global	Stores the player's position on the map (i.e x=324, y=21)
playerpos	list of 32-bit integers - 2 values	Global	Stores the player's position on the screen (constant)
movex	32-bit integer	Local	Store for if the player changes it's globalpos[0]
movey	32-bit integer	Local	Store for if the player changes it's globalpos[1]
Map Generation			
genmap	Dictionary of Class objects - size unbound	Global	Stores all information on tiles that have not been predefined and is used when the drawscreen funciton detects a tile that doesn't exist
Interaction			
facing	class object - 4 feilds	Global	The type/data of the tile that the player is facing

lastmove	String - 1 char	Global	A store value for the last directional key entered that moved the player
distance	32-bit integer	Global	Records the distance that the player travels
entityrange	32-bit integer	Global	Constant defined as the distance to the entity before an interaction can occour
inrange	Boolean	Global	Flag for if the player is in the entity range
entity	List of strings (20 chars) - unbound size	Global	list describing what entities are in range
Inventory			
updateInvent	Void (function)	Global	Updates all values on the inventory and aids in the display changes occouring on the inventory (i.e. how far down the list is the player, is he looking at tools or items?)
ComPress	Void (function)	Global	Acts as a function that the HTML button elements go through to perform their specific operations (e.g. pressing button #2 during the inventory stage calls the craft function)
inventstage	String - 25 chars	Global	Stores the staging of what set of items shouled be displayed on the inventory
scrollnum	32-bit integer	Global	Stores the value of how far down a list the player is at (in the inventory)
button	32-bit integer	Local (Parameter)	Parameter for the ComPress function that describes what button called the function
change	String - 25 chars	Local (Parameter)	The parameter to updateInvent that determines if a change to inventstage needs to be made
slot 1, slot 2 & slot 3	Class Objects (HTML Elements)	Local (in Javascript)	Javascript variables that act as placeholders for <ls> HTML elements
craftingstage	List of Strings (25 char) - 2 strings	Global	Stores the names of materials that exist on a que to be crafted
selecteditem	25 char String	Global	Stores the name of the currently selected item
money	32-bit integer	Global	Stores the value of money that the player has (used in market tab)
inventory	List of Class Objects - preset undefined size	Global	List of the player's inventory items (i.e. Stone: amount: 400, cost: $233)
toolbelt	Dictionary of Lists of Class Objects - preset undefined size	Global	List of the player's tools (i.e. Sword: Level: 3, Damage: 50, Speed: 30)

ButtonPresets	Dictionary of Lists of Class Objects - 4 lists of 3 objects (2 feilds)	Global	Stores the values of the Button Presets when a change to the inventstage value occurs (i.e. When inventstage="inventory", button #1's text changes to "Add to Crafting Table" and it's onclick changes to craft())
quests	List of Class Objects - unbound size	Global	List of the player's current quests (i.e. Getting Started: [Description], Goal: Get 40 grass, Reward: 560)
modifyInvent	Void (function)	Global	Funtion that modifies the inventory/toolbelt/quests by adding new values/objects
craft	Void (function)	Global	Combines two items that exist on the crafting stage into a new one
Dialouge			
que	String - unbound size	Global	The text that should appear on the screen
scene	String - 20 chars	Global	Detemines the type of 'scene' that is on currently (i.e. game, interaction, combat, title)
queready	Boolean	Global	Determines if the text should be shown on screen
changeScene	Void (function)	Global	Function that changes the scene
txtsc	Void (function)	Global	Function that allows the text to scroll and print on the canvas
Combat			
combatTurn	32-bit integer	Local	Determines who's turn it is
combatScene	Void (function)	Global	Function that controls and runs the action of the combat scene
AITurn	Void (function)	Local	Function that controls the actions and movements that the AI controls
win	Boolean	Local	Stores the value of who won (Player = True)
reward	List conatining a 32-bit Integer and 20 char String	Local	Detemines the reward/punishment to the player