Main Activity Diagram

```
let serverPage: string = "https://rocketjam.herokuapp.com/";
export let result: iData;
let canvas: HTMLCanvasElement | null;
let rocketParticles: RocketWithPhysics[] = [];
let maxRockets: number = 2500;
let rocketsSpawn: number = 1;
let updateTimer: number = 20;
let xMouse: number;
let yMouse: number;
let gravity: number = 9.81 * 10;
export let ctx: CanvasRenderingContext2D;
```

add "load" listener to window

handleLoad