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graph TD; A[ ] --> B[General Game Logic]; B --> C[Logic];
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### General Game Logic:

- Start of game loads blank/stock game state. Set number of enemies, player position to default, etc.
- Score: score will be displayed in top right corner. Checked and updated every time an enemy is destroyed (ex. checkEnemy function)
- Game ends when check when checkEnemy function detects no more enemies/player runs out of lives

### Logic:

- Fixed speed on keydown, stops instantly on keyup
- if playerEdge === enemyEdge, player is destroyed

### General Logic/Game Mechanics:

- newGame function: initializes neutral/new game state. Starts when "New Game" is selected
- Game prototype will only have single-screen mode. New game button starts new game, game ends when first screen is empty of enemies/all enemies are destroyed
- 3 Modules for organization: gameDisplay, gameLogic, initialize
- gameDisplay: deals with appearance of enemies/player/game board/projectiles. Draws canvas.
- gameLogic: runs all mechanics and logic of game. Timed events, RNG, player controls, etc.
- initialize: initializes games and activates any and all DOM events (mouse/keyboard). Ties all functions and actions together
- Future versions: game saves, new levels/more levels past level 1, more types of enemies.