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I have done some research pertaining to IO games because I believed that they had a different means of creation than standalone games and I believe that I am correct. I have a 2D game development framework that I would like to use for this project, and I think it would be perfect for implementation. I also have been exploring a certain JavaScript library to assist with the creation of a server to hold my game and I believe that this can definitely make the process easier and much more understandable to someone who is foreign to the backend area of a project such as this.

I am going to start with the creation of characters and sprites because that will be the easiest part of this project. As I am doing that I am also going to delve into JavaScript, being the language of choice for this project. Depending on how long it takes to grasp, I am going to try and start server setup and basic game mechanics.