Astro Duel Web

# Home Page

* “ASTRO DUEL” image, CSS auto margin
* Button background image, CSS background-image
* Import custom 8-bit font for text inside buttons
* Create .disabled for buttons to disable the OPTIONS button

# Play Menu

* Button background image, CSS background-image
* Option for ‘online pvp’ or ‘local match’
* Disable online pvp

# Game Engine

* Have direct access to the entire actual 2D canvas and the context
* Contain global specs such as aspect ratio, FOV (because camera will zoom out)
* Methods to draw content on the canvas & spawn stuff like powerups
* Methods to calculate movement of ship and drag of ship
* Methods to calculate movement of bullet
* Methods to check collision of bullet & pilot, or ship & pilot

# Game Logic

* Canvas moves around as you move around but game engine does the comparison and collision checks