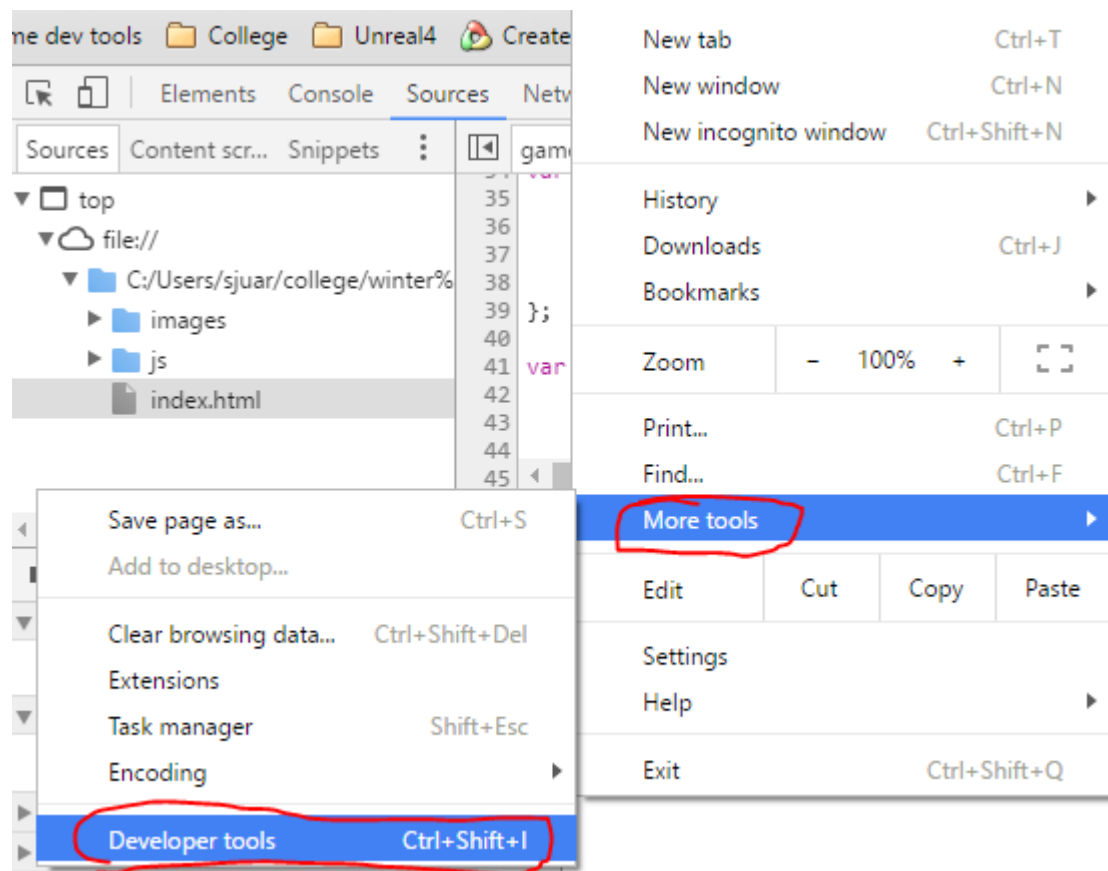
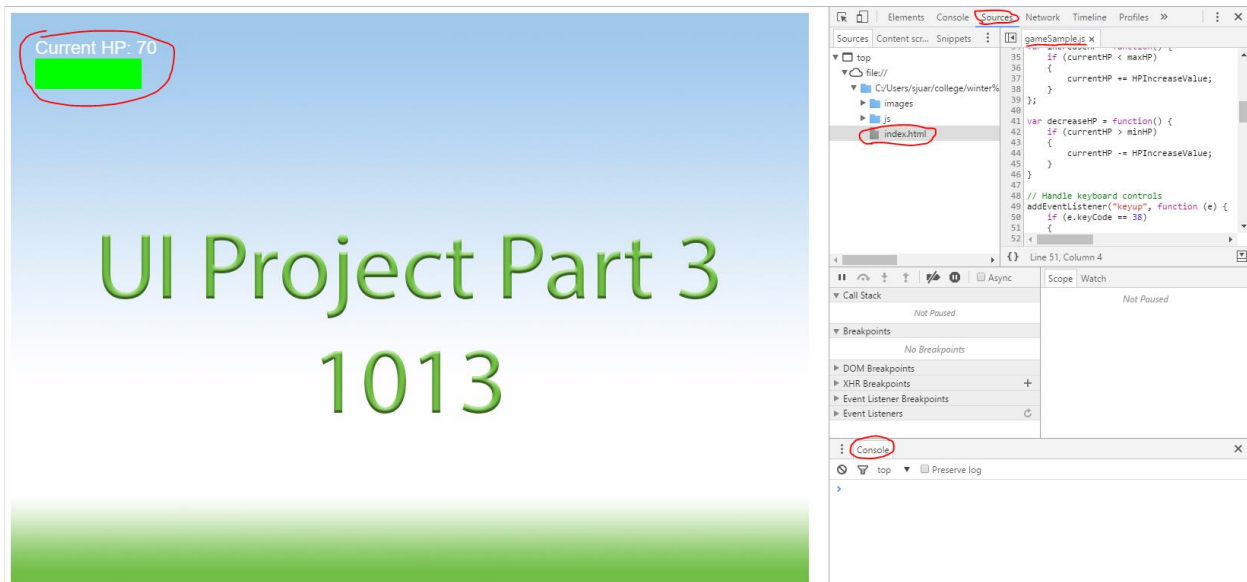


Javascript Tips:

When testing your project it can be helpful to enable the Chrome Developer Tools:



When you run your file, make sure to check the console to find the errors you have in your implementation. You can double click it and it will take you exactly to the line with the error:



Some helpful resources:

W3Schools, shows full details of super useful classes that allow you to draw shapes in the canvas, display png/jpg images, add event listeners, etc...

http://www.w3schools.com/tags/canvas_rect.asp

A couple of good simple tutorials on how to use Canvas to make an HTML5 game:

<http://www.lostdecadegames.com/how-to-make-a-simple-html5-canvas-game/>

<http://www.html5rocks.com/en/tutorials/canvas/notearsgame/>