JavaScript: To-Do-List

***THE GAME BOARD***

* The game is not going to be the size of the full screen but rather in a window that will appear on the page
* The game will move with each individual player meaning that they will not be able to see the full screen or all the other players at once
* The games will be played in an allocated time slot (e.g. 2 or 3 minutes)

***GAME PIECES***

*TRAINS*

* The train will be controlled using the arrow keys on the keyboard
* The train will always be moving in the direction it is facing and the user will just be controlling the direction
  + This will prevent users hiding in the corner of a game
* Players will be randomly assigned a colour of train as they enter the game

*PASSENGERS AND CARRIAGES*

* The user will collect passengers/carriages by moving over the icon which will increment their score
* Passenger icons will move
  + Need to look into this to determine the difficulty
* Once a user has collected a passenger, the icon will disappear from the screen
* New passengers will spawn after a certain period of time
  + E.g. 10 or 15 seconds
* After a user has collected a certain number of passengers, they will be awarded with a carriage

*OBSTACLES*

* When the player collides with an opponent’s train, the player is destroyed
* When the player collides with an obstacle (e.g. buildings) the player is destroyed
* When a player collides with their own carriages, they are destroyed
* When a player has been destroyed, all of their carriages and passengers become available for other players to collect for themselves
  + e.g. if a player has a score of 22, they may drop 4 carriages and 2 people
* When the player has been destroyed, they are shown a ‘death’ screen for a certain amount of time (e.g. 5 seconds) and then spawned back into the game to try and collect passengers again

***SCORE***

* The players score will be incremented each time they pick a player up
* When a player has collected a certain number of passengers (e.g. 10) the train will gain a carriage
* When a player is destroyed, their score is reset to 0
* The player with the highest number of passengers at the current time will be at the top of the leaderboard
* The player with the highest number of passengers at the end of the game will be the winner
* The game will have a feature that keeps track of which player gained the longest train throughout the entire game (whether they were destroyed or not) and that user will get a special mention at the end

***GAME OVER***

* The game will have a time limit and will end when the timer is finished
* The winner will be displayed at the end of the game along with the ‘special mention’ of the player who had the longest train
* Will have an option to return to the main menu

***NOTES***

* Good game tutorial on W3Schools which shows many concepts which may be helpful