The purpose of this project is to

1. Build a game engine in javascript to run on browsers
2. Build games using the game engine
3. Learn JavaScript, architecture, and game implementations

Games should run simply by loading an .HTML file in Chrome. Other browsers may work but are not a requirement.

The game engine will handle basic functions that all (most) games need

* High Scores
* Saving/loading game state
* Starting, quitting, and pausing games

The engine will also provide functionality for

* Worlds
  + boards – tic-tac-toe, monopoly, etc
  + fields – sports, tracks, mazes
  + landscapes – side scroller, backgrounds, TBD
  + multi-layered – landscape background with side scroller, and other combinations
* Pieces
  + static – cards, tokens, items
  + animated – time, location, or action based animation (sprites, simple javascript, and custom javascript)
  + automated
  + player
* Rules
  + JavaScript
  + Configurable – text, json, TBD
* Speed
  + turn-based
  + realtime
  + timed

Future phases will add functionality for multi-player games over a network.

* Server-based coordination
* WebRTC

The project is aimed at beginning developers, but anyone can join.