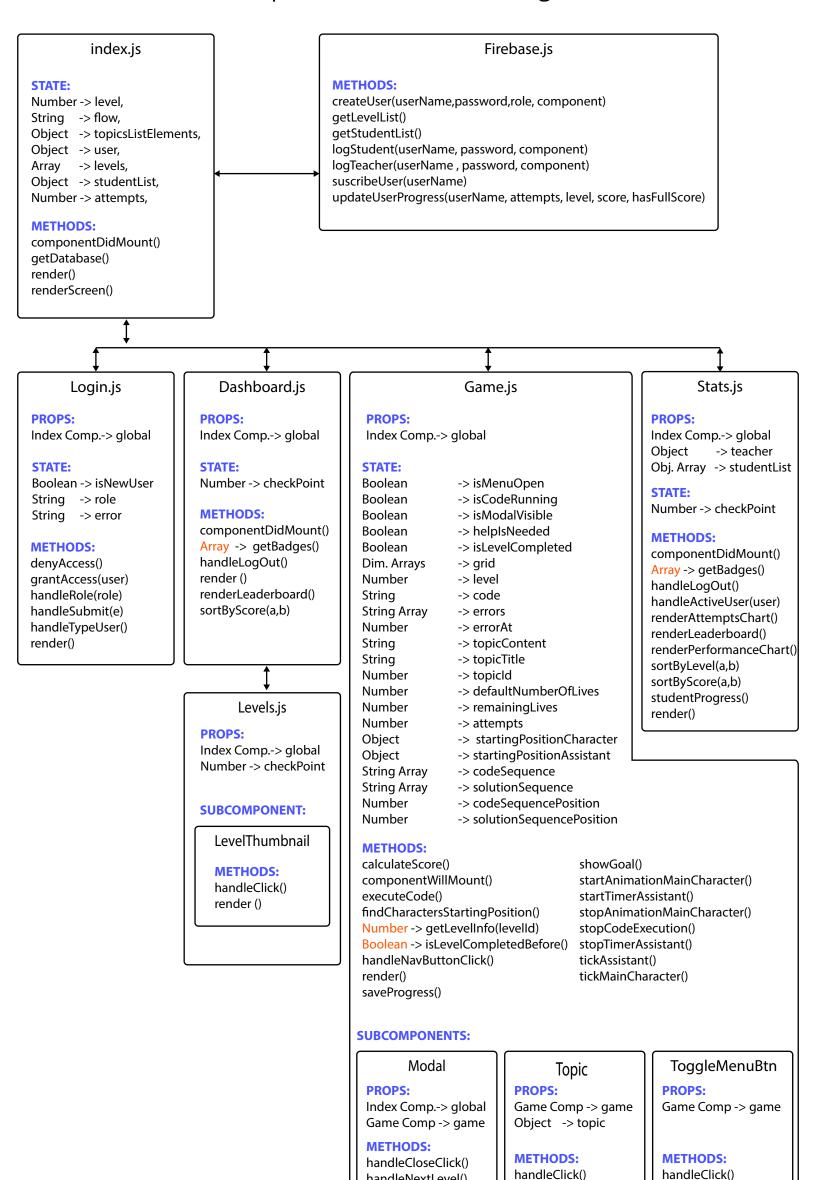
# Component Architecture Diagram

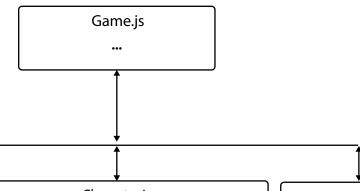


handleNextLevel()

renderScore() render()

render()

render()



# Editor.js

## **PROPS:**

-> global Index Comp. Game Comp. -> game Number -> level

-> isCodeRunning Boolean

#### **STATE:**

Array -> errors, Object -> popover, Boolean -> isPopoverVisible

#### **METHODS:**

addErrorId(errors)

componentDidMount()

componentDidUpdate(prevProps, prevState)

componentWillUnmount()

expandWalkMethod(methodName, line, times)

handleClick()

handleOnChange(newValue, e)

handleOnLoad(editor)

handleOnValidate(errors)

handleRefreshEditor()

highlightEditorRow(line)

parseCode(output)

render()

renderEditor()

solveForLoop(output)

# Character.js

#### **PROPS:**

Game Com. -> game Array -> sequence Object -> startingPosition

Dim. Array -> grid

-> codeKeySequence Array Number -> codeSequencePosition

Number -> xPixelUnit -> yPixelUnit Number String -> character -> characterVisible Boolean

### **METHODS:**

componentDidMount() componentDidUpdate() componentWillUnmount () getLocalSequenceAnimation(action) render() renderHelper() renderMainCharacter() startTimer ()

stopTimer ()

tick ()

# World.js

## **PROPS:**

Game Comp.-> global

String -> map

String -> background

#### **METHODS:**

handleClick()