# primEngine

Da heckin cool primordial javascript game engine which will be sold for millions of dollars

(not really)

# Definitions:

**Game Object:** Not explicitly a JavaScript object. Anything in the game window that is dynamically created, destroyed, interactable. Will be implemented as JavaScript classes.

**Static object:** A game object that does not have any responses, triggers, or interaction with the actual game environment – This could be décor or floating background assets. Still has ability to move around though.

**Non-static object:** A game object that has some sort of response to game events, interaction by the player, or has different states and events. – This could be enemies or friends, bullets, passing hazards like debris and asteroids, or powerups.

# Engine plan:

Create a simple framework in JS with methods for dynamically creating game objects in the game world. Will be implemented with an object-oriented approach, with one parent class for all game objects and then extended into subclasses as needed.

Topmost game object will be Generic, which will hold object ID creation and other useful methods and logic

Game objects will be created in the game as HTML elements which will be modified based on Angular/React inspired “template” attributes