## audio.js

jewel.audio( )
initialize( )
formatTest( )
createAudio( )
getAudioElement( )
play( )
stop ( )
cleanActive( )

## board.js

jewel.kingdom( )
initialize( )
fillBoard( )
randomJewel( )
getJewel( )
checkChain( )
canSwap( )
isAdjacent( )
getChains( )
check( )
swap( )
hasMoves( )
canJewelMove( )
getBoard( )
print( )

## jewel.js

executeScriptQueue( )
load( )
getLoadProgress( )
showScreen( )
isStandalone( )
setup( )

## display.canvas.js

jewel.display( )
createBackground( )
setup( )
cycle( )
initialize ( )
drawJewel( )
redraw( )
renderCursor( )
addAnimation( )
renderAnimations( )
renderCursor( )
moveJewels( )
removeJewels( )
refill( )
levelUp( )
clearCursor( )
setCursor( )
clearJewel( )
gameOver( )
explode( )
explodePieces( )
pause( )
resume( )

## screen.main-menu.js

jewel.screens( )
setup( )
run( )

## screen.splash.js

jewel.screens( )
checkProgress( )
setup( )
run( )

## dom.js

jewel.dom( )
$( )
hasClass( )
addClass( )
removeClass( )
bind( )
transform( )

## screen.main-menu.js

jewel.screens( )
setup( )
run( )

## screen.game.js

jewel.screens( )
startGame( )
updateGameInfo( )
setLevelTimer( )
setCursor( )
getHeart( )
playBoardEvents( )
gameOver( )
addScore( )
advanceLevel( )
announce( )
moveCursor( )
moveUp( ), moveDown( )
moveLeft( ), moveRight( )
pauseGame( )
resumeGame( )
exitGame( )
setup( )
run( )

## input.js

jewel.input( )
initialize( )
handleClick( )
hasGamepads( )
getGamepads( )
pollGamepads( )
gamepadConnected( )
gamepadDisconnected( )
updateGamepadState( )
gamepadButtonDown( )
gamepadAxisChange( )
bind( )
trigger( )

## requestAnimationFrame.js

requestAnimationFrame( )
cancelRequestAnimationFrame()

## screen.install.js

jewel.screens( )

## game.js

jewel.game( )
showScreen( )