

# Usage

Setup (requires node.js):

```
> npm install
```

Start tests:

```
> npm test
```

Serve up the App (and ctrl-click the URL that appears in the console)

```
> npm run dev
```

## Implementing features

There are a few files you may wish to modify. The rest should **not** be modified as they are used for configuring the build.

### src/main.ts

- Code file used as the entry point
- Most of your game logic should go here
- Contains main function that is called on page load

### src/style.css

- Stylesheet
- You may edit this if you wish

### index.html

- Main html file
- Contains scaffold of game window and some sample shapes
- Feel free to add to this, but avoid changing the existing code, especially the `id` fields

### test/\*.test.ts

- If you want to add tests, these go here
- Uses

We expect the core logic of your game to be in `src/main.ts`, however, you may elect to spread your code over multiple files. In this case, please use  TS Modules.

Avoid separating code into too many files as it makes it hard to mark. The maximum recommended code file structure would be something like

```
src/  
  main.ts      -- main code logic inc. core game loop  
  types.ts     -- common types and type aliases  
  util.ts      -- util functions  
  state.ts     -- state processing and transformation  
  view.ts      -- rendering  
  observable.ts -- functions to create Observable streams
```