**Space Wars Sequence of Play**

1. Variables (30 of them defined) including gameArea at bottom of script
   1. gameArea creates the element the game is played in
2. Calls function startGame()
   1. gameArea.start method called
      1. creates the canvas and inserts it into the HTML body
      2. sets the interval at which the game is updated
         1. calls updateGameArea function every 20 milliseconds (*this defines the game play from here on out*)
      3. listens for any torpedos being fired
   2. An ALERT comes up describing the working keys
   3. Random background stars are created using MakeStars constructor
   4. The two co-centric suns are created using MakeSun constructor
   5. The earthShip and alienShip are created using Spaceship constructor
   6. All sounds are created using Sound constructor
   7. The introSound is called to play

**updateGameArea**

1. Clears the canvas
2. Checks if the spaceships are alive and moving. If yes:
   1. earthShip thrustSound is played
   2. earthShip is moved using function motion1 (for now)
   3. earthShipAngle variable set to earthShip.angle
   4. alienShip thrustSound is played
   5. alienShip is moved using function motion1 (for now)
   6. alienShipAngle variable set to alienShip.angle
3. Checks if spaceships are alive and rotation keys have been used. If yes:
   1. Updates earthShip.angle
   2. Updates alienShip.angle
4. Updates the sun rotations
5. Updates the torpedo positions
   1. Checks if the earthShip torpedo fire key has been pressed. If yes:
      1. shootSound is played
      2. new torpedoE made using MakeTorpedo constructor
      3. new torpedoE added to torpedoE array using addTorpedo method
   2. Calculates new positions of all earthTorpedoes (the array where they’re all stored)
   3. Checks their distance from the sun
      1. Deactivates any that hit the sun
   4. Checks their distance to the alienShip. If a hit occurs
      1. Records the killTime
      2. Deactivates the alienShip
      3. explodeSound is played
      4. “Hit” torpedo is deactivated
   5. Updates the torpedoE position on the canvas
6. Checks that the earthShip hasn’t collided with the sun or the alienShip
7. Repeats 5a – 5e for the alienShip
8. Repeats 6 for the alienShip
9. Counts how many times each ship has been killed
10. Checks to see if the turn and turn limit is over.
    1. If combat is over but the turn limit isn’t exceeded:
       1. Action is stopped using gameArea.stop method (which clears the interval)
       2. Clears the canvas using gameArea.clear method
       3. Increases the turn count
       4. Calls function startGame() again for next round of play
    2. If combat is over and the turn limit is up:
       1. Action is stopped using gameArea.stop method (which clears the interval)
       2. Victor is announnced