Main

Main module.

Source: main.js, line 1

Members

(inner) `board`

Board state, including state at each square, coordinates to draw at, width, and current turn.

Source: main.js, line 9

Methods

(inner) `initBoard()`

Initialize board state.

Source: main.js, line 29

(inner) `main()`

Initialize all game state and start listeners.

Source: main.js, line 14

Documentation generated by JSDoc 3.4.0 on Mon Dec 07 2015 19:27:31 GMT-0700 (MST)