Towers of Hanoi

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Sources or inspirations

The game is well known and straightforward to play. I chose this game mainly because I wanted to create a version where the computer plays alone.

List of components

The game will include:
- Objects;
- Multi-dimensional arrays;
- A custom built framework inspired on jQuery, just to make the code less verbose;
- Events;
- Events propagation, attaching the event to the most parent element;
- DOM manipulation using JavaScript;
- Animation;
- No canvas;
- Multi-player support:
  - You will be able to choose between Human, Computer easy mode, Computer medium mode and Computer hard mode.
- Flex display;
- Object constructor functions, mainly on the framework side;
- A production, minified built version that will be hosted for free on Heroku;
- Version control: https://github.com/rafaelGuerreiro/tower_of_hanoi
- Bootstrap version 3 without JS.
- Asynchronous support (multi-player, timer, scores, and animation);
- User input protection against script injection;
- Shortcuts to play, so two players won't be disputing over the mouse;
- Mobile support, although it would not be multi-player friendly on mobile;
- Always Strict mode;
- Avoiding to expose global functions and variables, although a few variables must be global, as the framework;
- Adding methods to Array.prototype to make development easier, like the Ruby inspired flatten method;
- It would mainly run on Google Chrome, but I'll make it FireFox compatible.