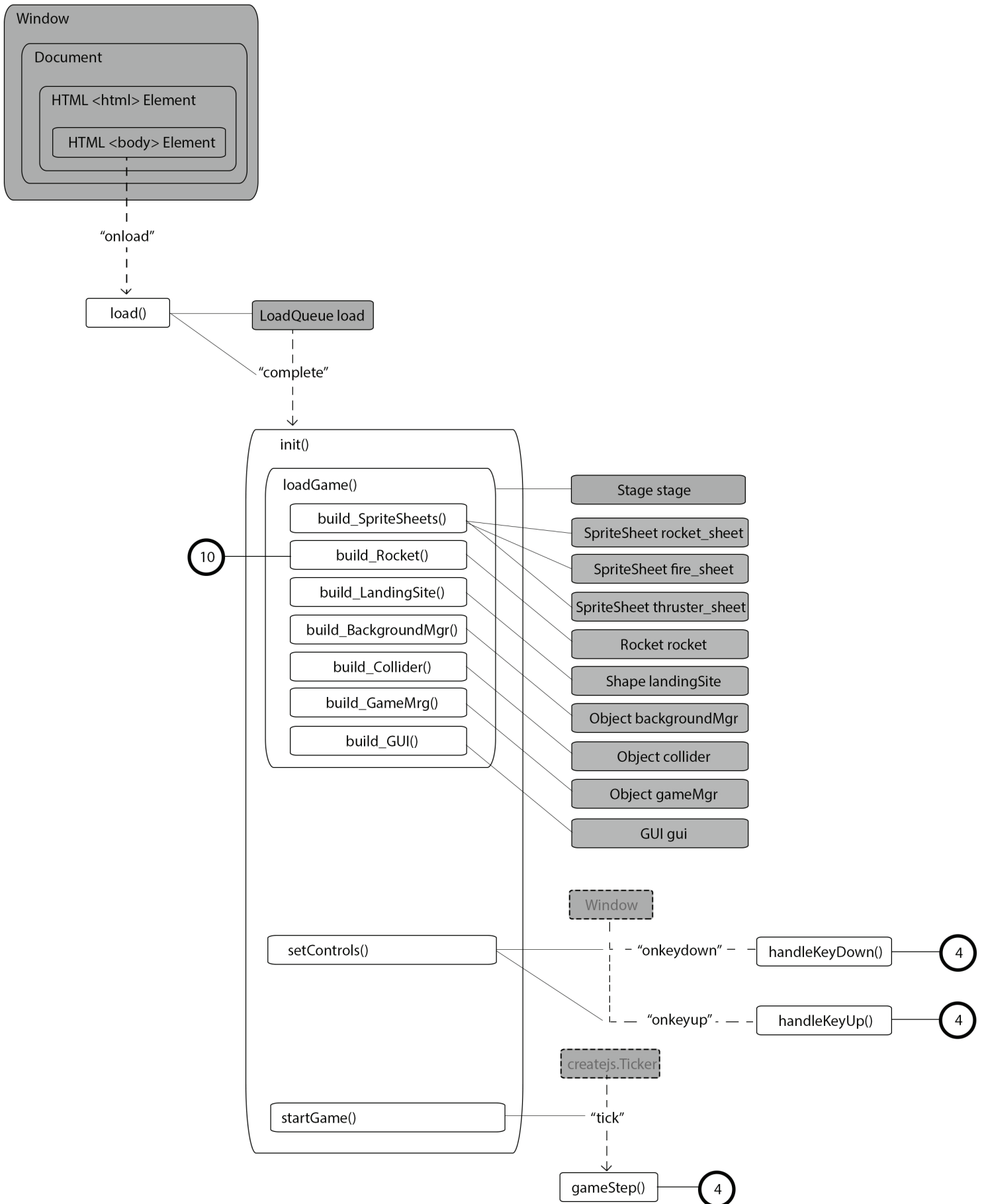




# Design Document

Revised: 3 April 2017



## Introduction

This document contains a series of diagrams illustrating game flow for Rocket Lander!.

Rocket Lander! is a JavaScript game that utilizes the CreateJS library. The game code is made up of objects, functions, and events. Each component type is represented graphically.

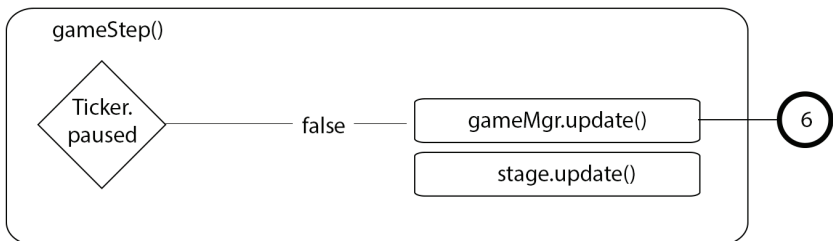
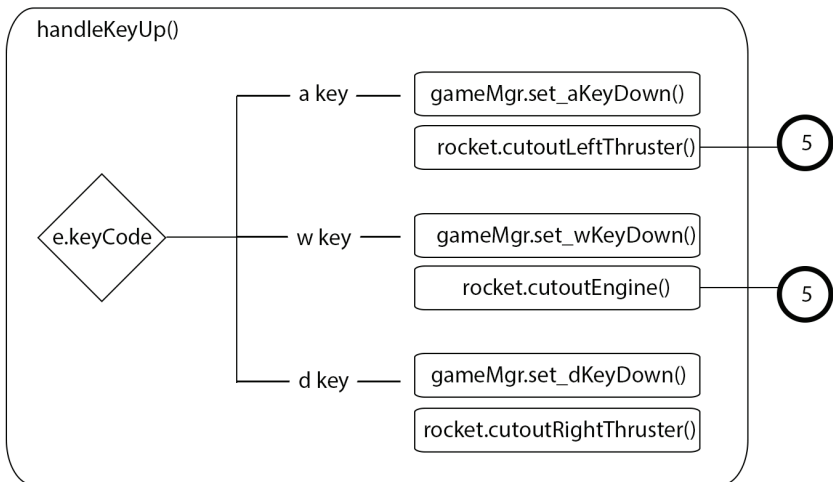
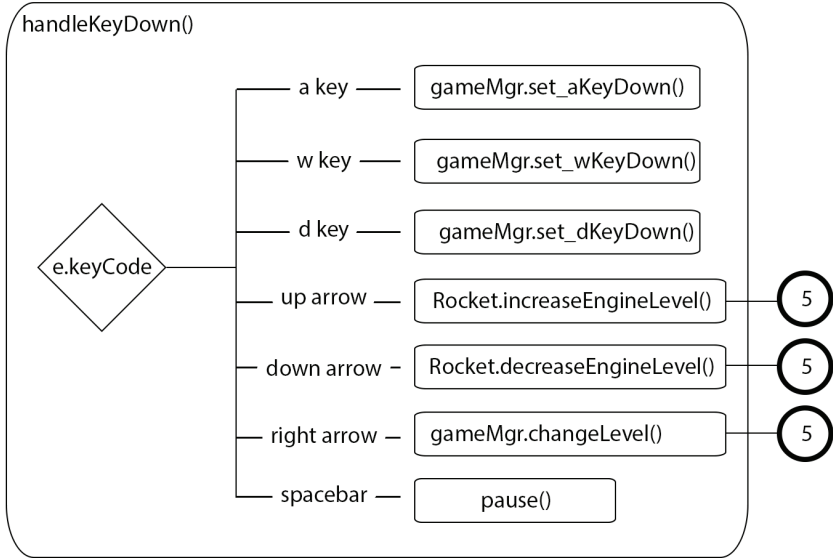
- Objects are greyed squares.
- Functions are white squares.
- Event names are given in “quotation marks”
- Solid lines represent a relationship between components.

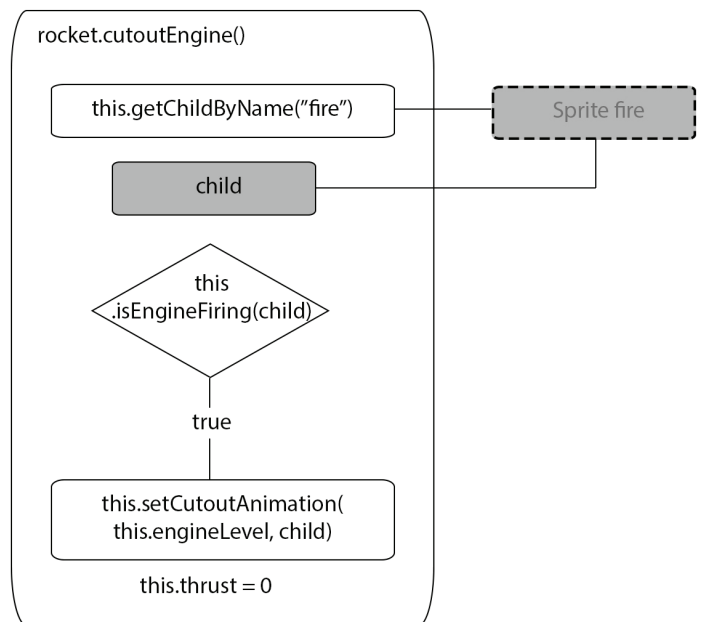
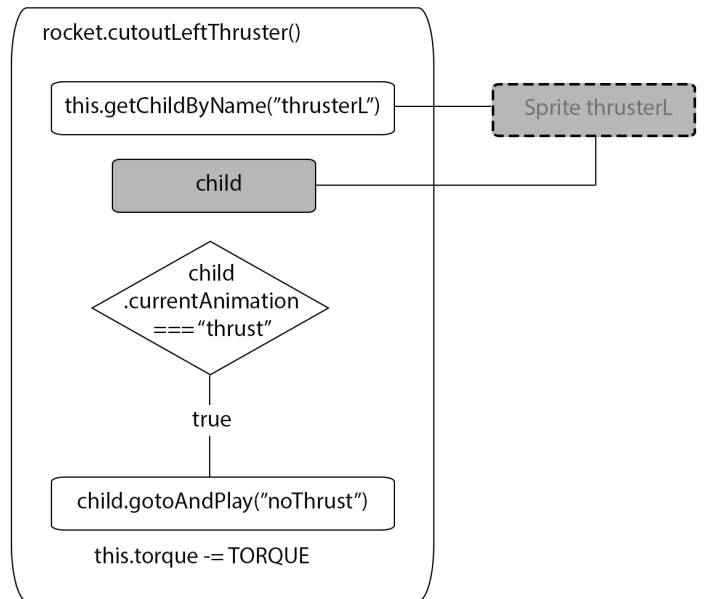
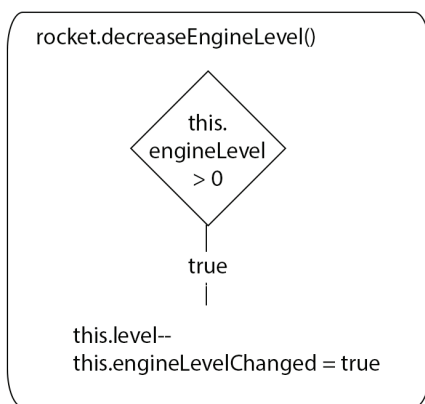
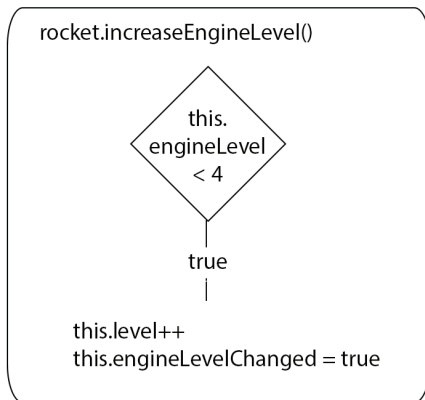
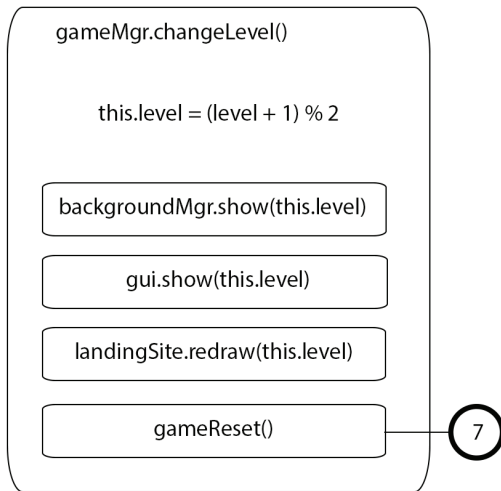
For example, the `load()` function initializes the `LoadQueue` queue object, and sets up the function `init()` to trigger when the `LoadQueue` event “complete” occurs.

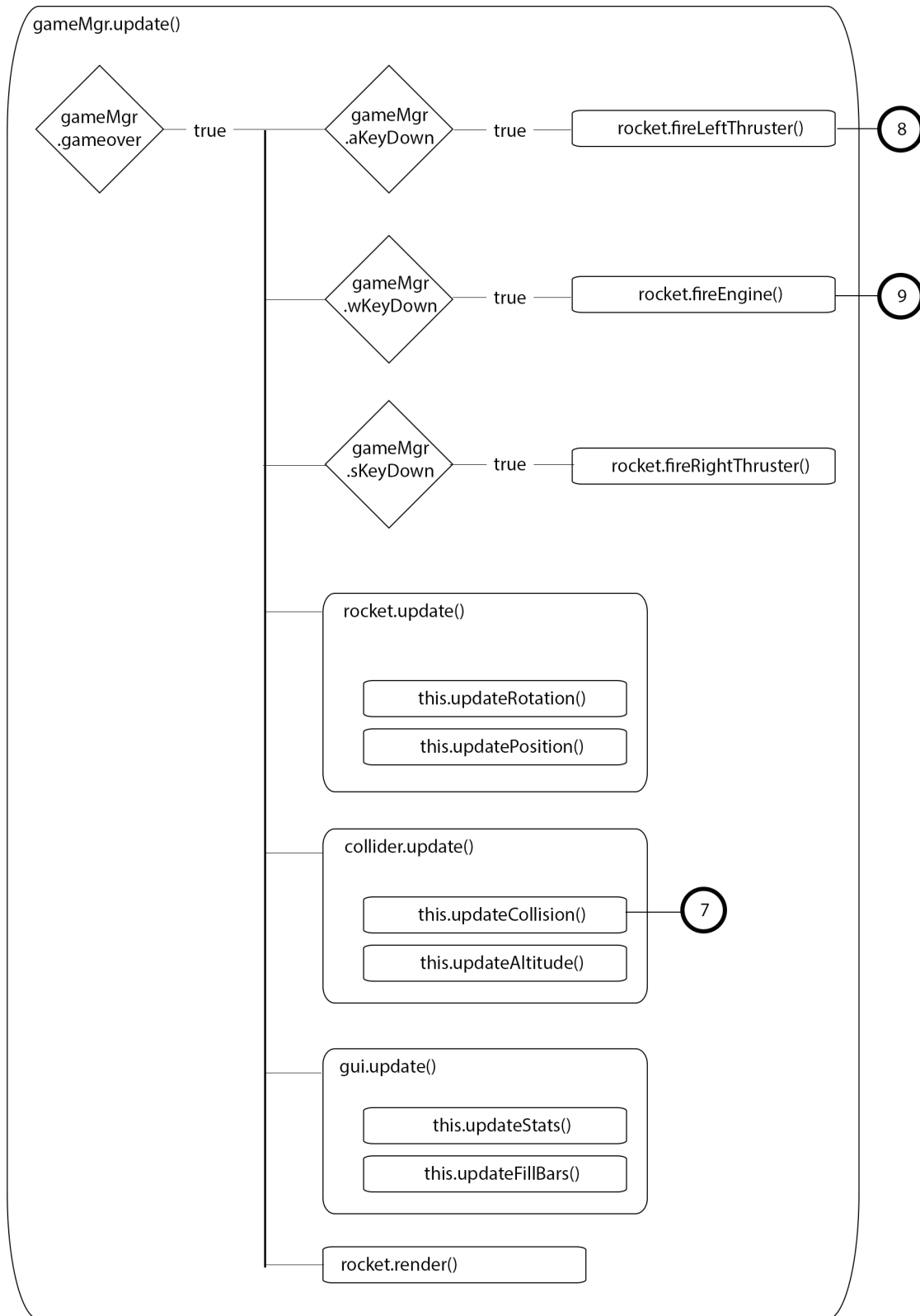
- Dashed lines represent the relationship between an object and a function called in the case of an event.
- Circles with numerical values are considered keys, and lead to a separate diagram that provides more information for the keyed item. Numerical values correspond to the page numbers listed on the lower righthand pages of this document.

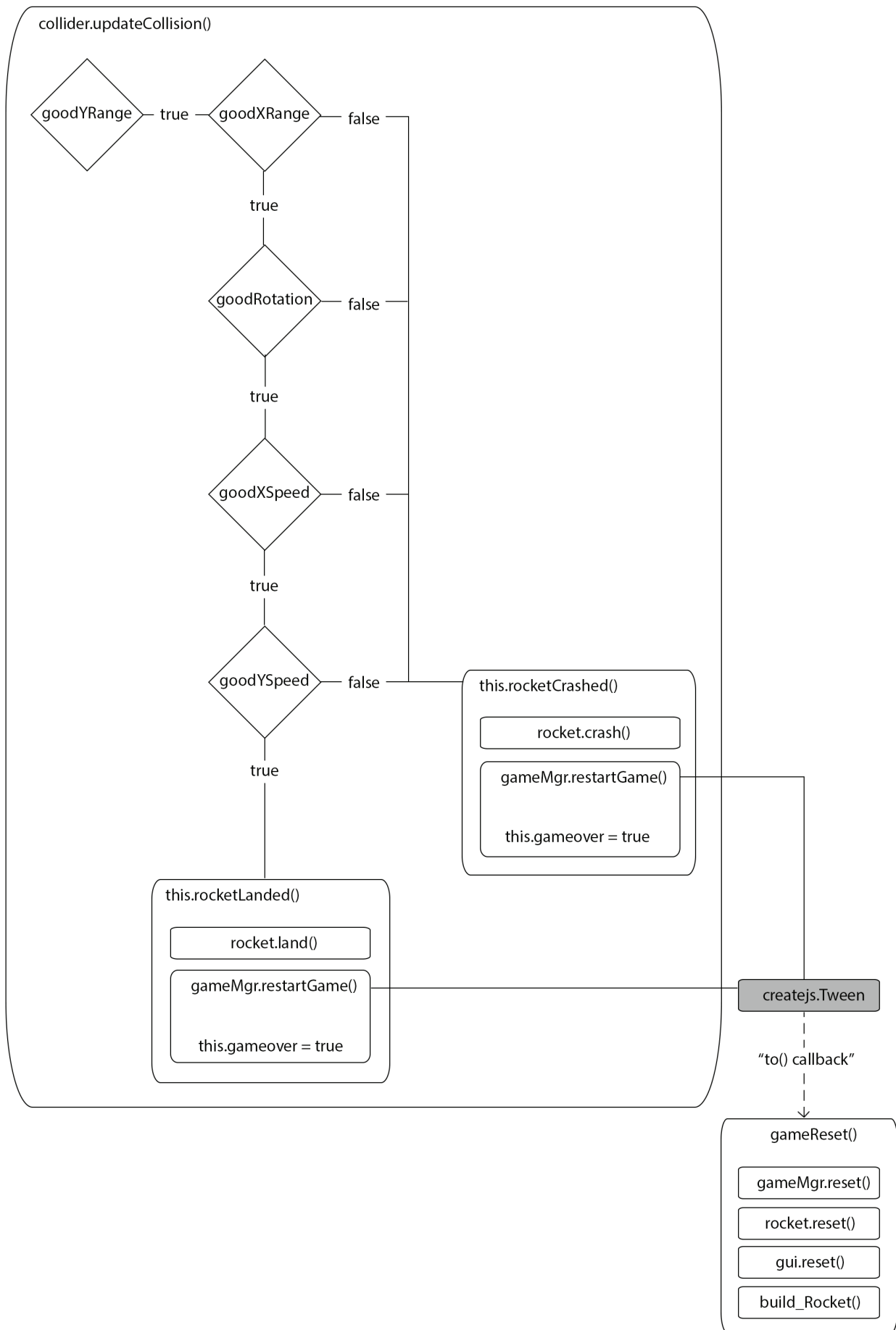
## Diagram 1: Game Loading

The game’s `load()` function is triggered by the “onload” event of the HTML `<body>` Element. It initializes a `LoadQueue` object, which loads all images needed for the game. Upon completion of this loading, `init()` function is called. This function builds all of the game objects, sets the user controls, and starts the game.



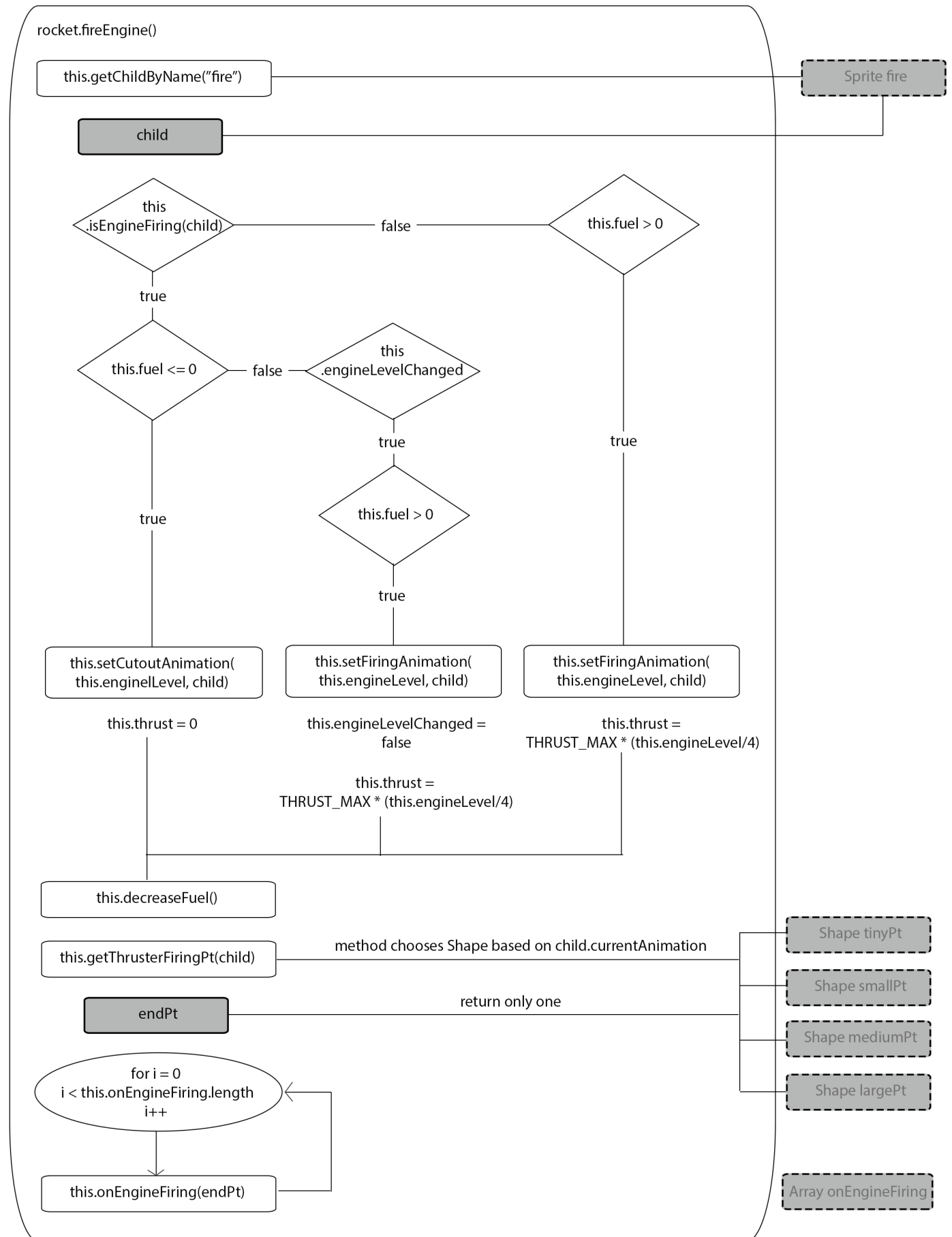


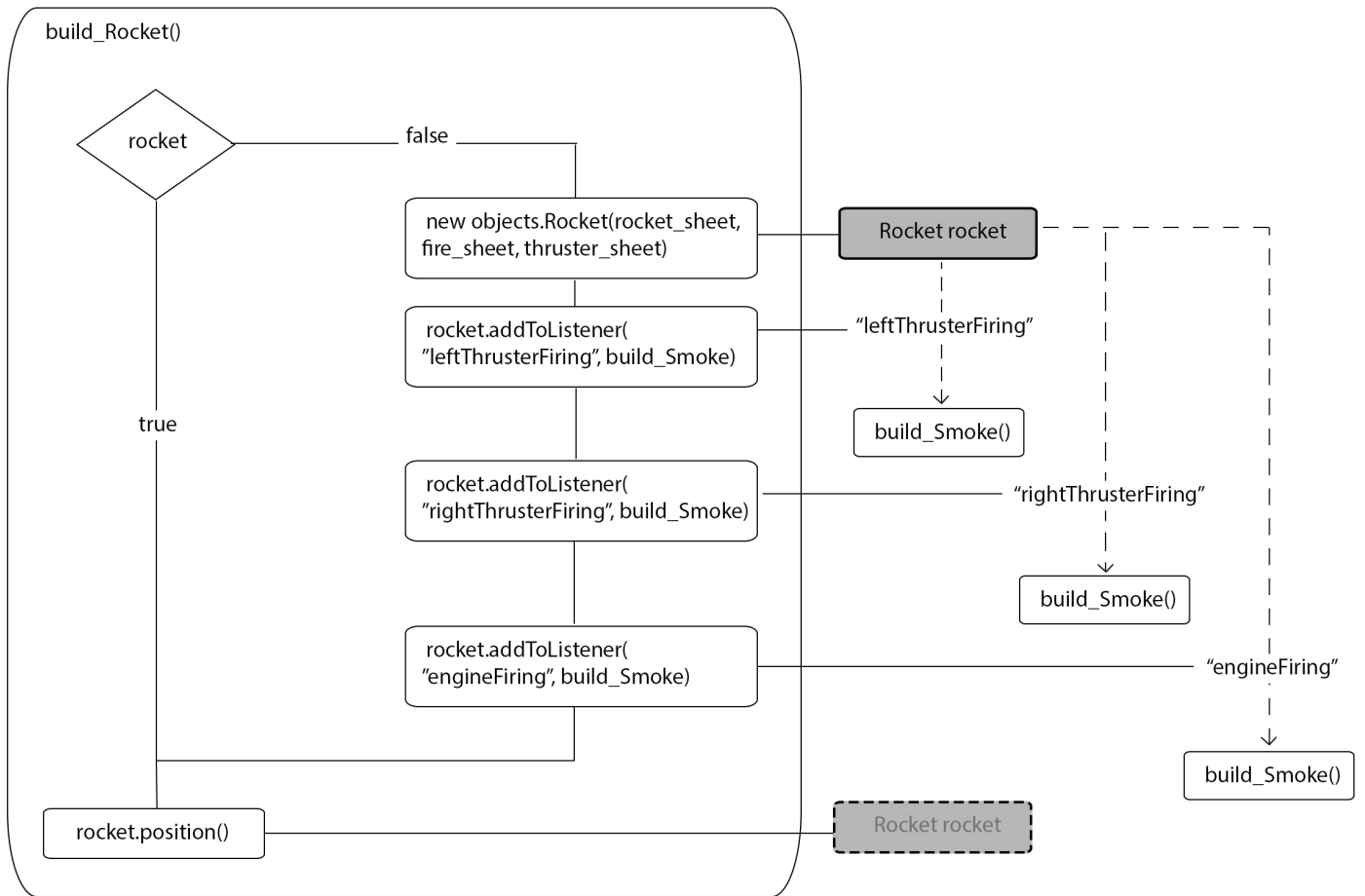












## Diagram 13: Game Objects

