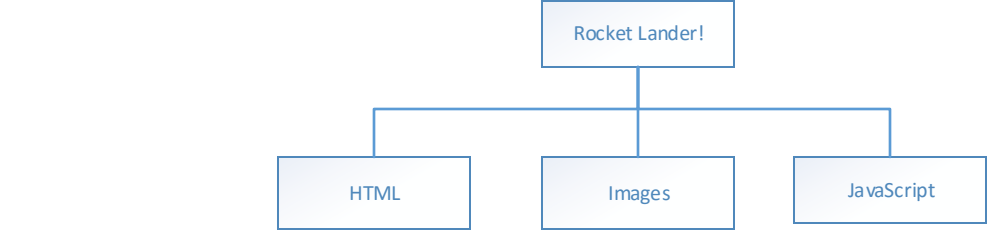


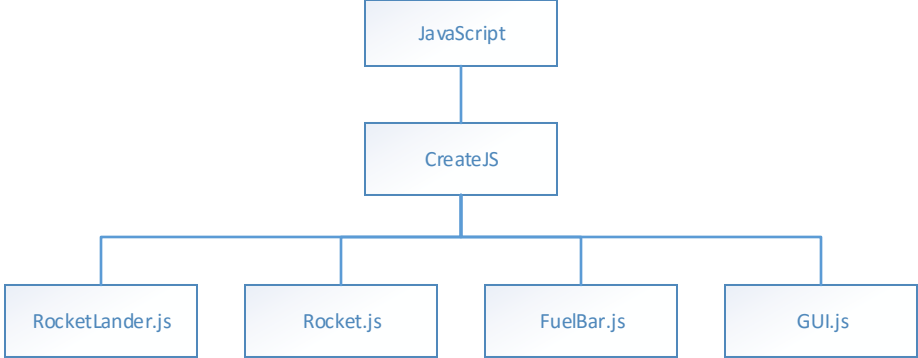
Rocket Lander!

Version 1 – 31 March 2017

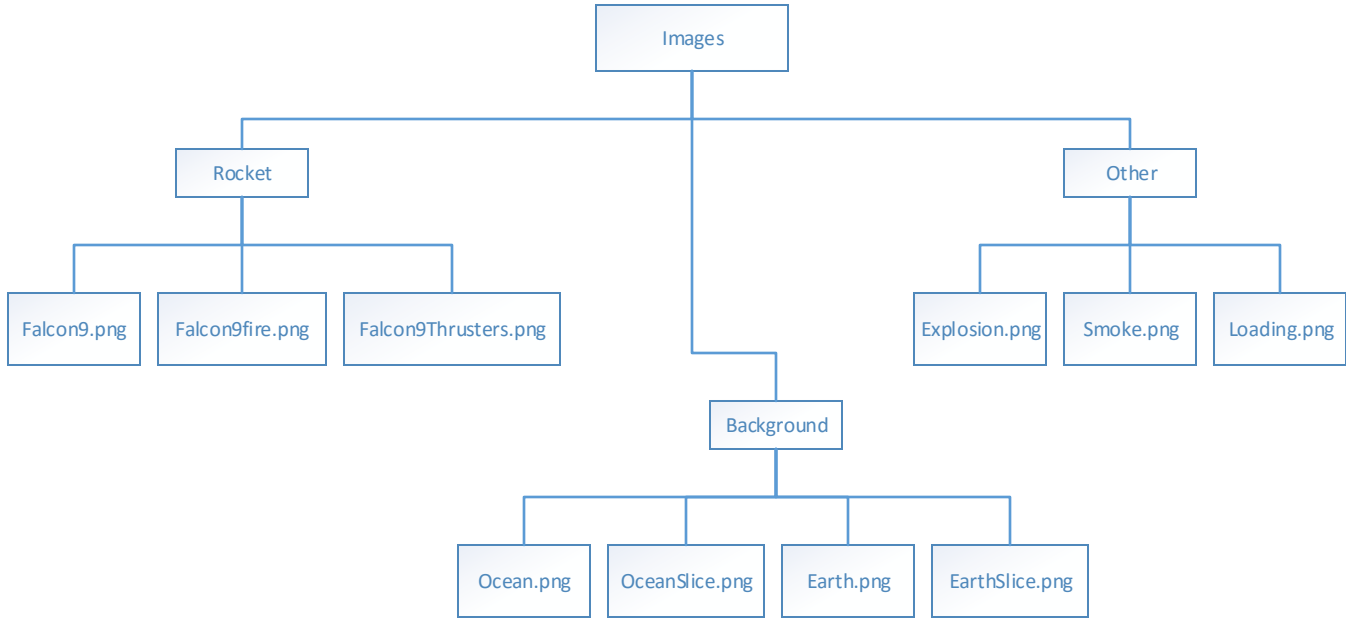
Level 1
Rocket Lander!



Level 2
JavaScript

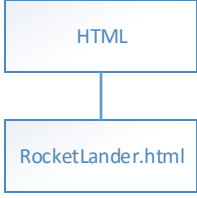


Level 2
Images

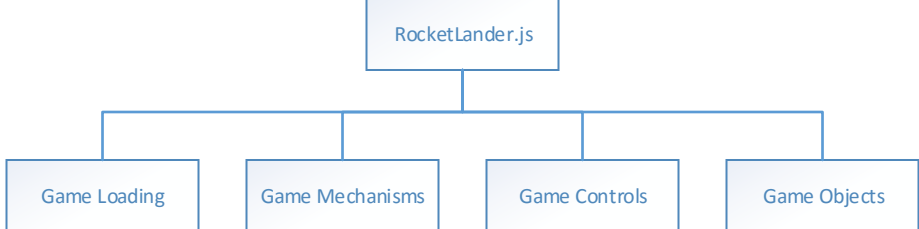


Notes:
Game consists of three main components: HTML, Images, and JavaScript.
JavaScript code consists mainly of the CreateJS library, and includes the following files: RocketLander.js, Rocket.js, FuelBar.js, GUI.js
Images can be divided into three main categories, and consist of a number of png images we’ve drawn.

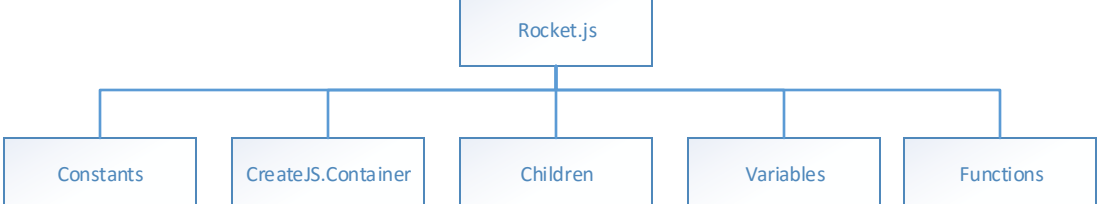
Level 2
HTML



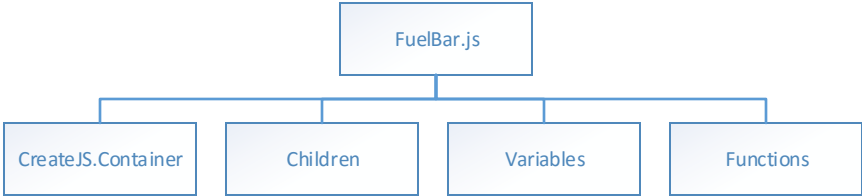
Level 3
RocketLander.js



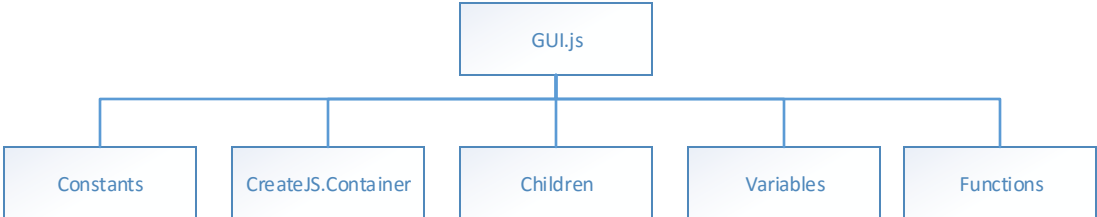
Level 3
Rocket.js



Level 3
FuelBar.js



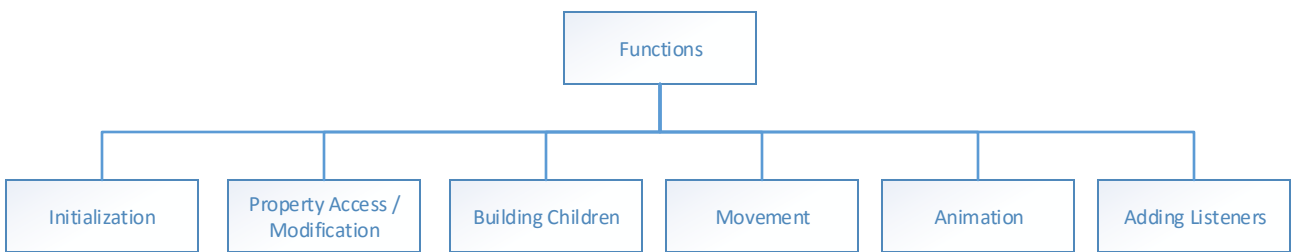
Level 3
GUI.js



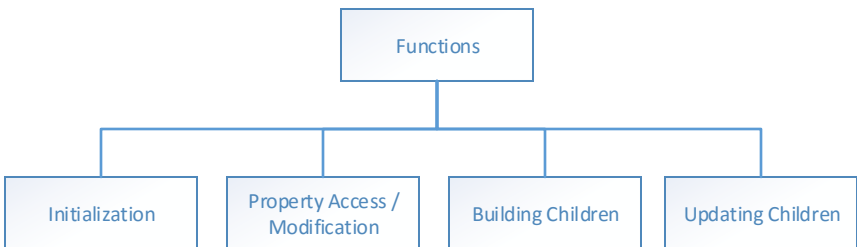
Notes:
HTML component includes one document, RocketLander.html, which contains the HTML and loads the scripts

RocketLander.js contains the main program
Rocket.js contains an immediately invoked functional expression (IIFE) for the Rocket game object.
FuelBar.js contains an IIFE for the Fuel Remaining visualization.
GUI.js contains an IIFE for game graphical user interface.

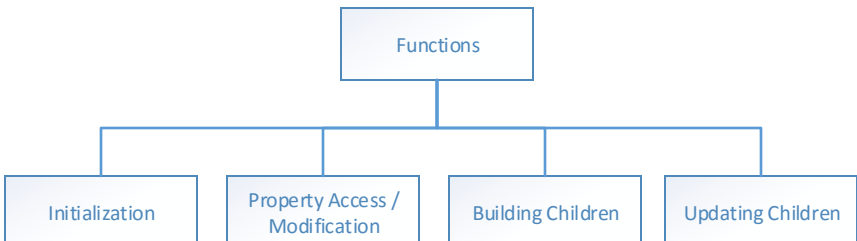
Level 4
Rocket.js functions



Level 4
FuelBar.js functions



Level 4
GUI.js functions



Notes:
Rocket.js functions include a number of categories. These functions are encapsulated as part of the IIFE and include all behavior necessary for the rocket.