Rocket IIFE extends CreateJS.Container
- constants and variables -

const Number THRUST_MAX = 100
const Number TORQUE = 1
const Number START_FUEL = 500
const Number START_MONO = 100
const Number START_VX = 0
const Number START_VY = 15

Number nextX
Number nextY
Number nextA

Number fuel
Number mono
Number engineLevel
Number torque
Number thrust

Number velocityX
Number velocityY
Number velocityA

Boolean engineLevelChanged

Array onLeftThrusterFiring
Array onRightThrusterFiring
Array onEngineFiring

Rocket(spritesheet, spritesheet, spritesheet)

calcXThrust(d)
calcYThrust(d)
degreesToRadians(d)
updateRotation()
updatePosition()

Event thrustLevelChanged
Event fuelLevelChanged
Event monoLevelChanged
Event outOfFuel
Event outOfMono
Event rocketCrashed
Event rocketLanded
Event rocketMoved

Rocket IIFE extends CreateJS.Container
- functions -

Rocket(spritesheet, spritesheet, spritesheet)

buildBody(spritesheet)
buildLegs(spritesheet)
buildEngine(spritesheet)
buildThrusters(spritesheet)
buildFirePts()
buildThrusterPts()

getVX()
setVX(vX)
getVY()
setVY(vY)

getEngineLevel()
setEngineLevel(n)
increaseEngineLevel()
decreaseEngineLevel()

getMono()
setMono(n)
getFuel()
setFuel(n)
decreaseMono()
decreaseFuel()

getTorque()
getThrust()

resetValues()

position(x,y,angle)
update()
render()

updateRotation()
updatePosition()
calcXThrust(d)
calcYThrust(d)
degreesToRadians(d)

addToListener(event, func)

fireLeftThruster()
fireRightThruster()
cutoutLeftThruster()
cutoutRightThruster()
getThrusterFiringPt

fireEngine()
cutoutEngine()
isEngineFiring()
setFiringAnimation()
setCutoutAnimation()
getEngineFiringPt()

land()
crash()
crashedAnimation()
landedAnimation()

GUI IIFE extends CreateJS.Container

const PIXELS_PER_METER

Text endText
Text physicsText
Text helpText
Text pausedText
FillBar fuelBar
FillBar monoBar

showPausedText()
hidePausedText()

showEndText()
hideEndText()

buildText(x,y, txt, style, color,
alignment, visible, alpha)

updateStats()

FillBar IIFE extends CreateJS.Container

Shape border
Shape fill
Text text

FillBar(x,y,type,fillColor)
setFill(percentage)
setText(text)

InputManager object

const SPACEBAR = 32
const LEFT_ARROW = 37
const UP_ARROW = 38
const RIGHT_ARROW = 39
const DOWN_ARROW = 40
const A_KEY = 65
const D_KEY = 68
const S_KEY = 83
const W_KEY = 87

var wKeyDown
var dKeyDown
var aKeyDown
var upArrowDown
var leftArrowDown
var dnArrowDown
var spacebarDown

addKeyListeners()
detectKey(e)
removeKey(e)

GameManager object

var level

runGame(e)
pause()
changeLevel()
resetGame()

Collider object

landingSiteAltitude
rocketAltitude

update()
getRocketAltitude()
getLandingSiteAltitude()
rocketLanded()
rocketCrashed()