Rocket Lander! is a JavaScript game that utilizes the CreateJS library. This document describes the design of the game using diagrams, and is meant to complement the Specification document.

This design document consists of the following diagrams:

* High Level Design
  + Breaks the game into multiple levels of components
  + Shows the relationship between components
  + Focuses on high level components only
* Game Flow
  + Shows the progression of events in the game
  + Breaks the game into stages
* Game objects
  + Shows all objects in the game
  + Describes type of object, whether it is an IIFE or encapsulated object
  + Illustrates the relationship between objects
* Class diagrams (IIFE, Encapsulated objects)
  + Focuses on low level design of particular game objects
  + Lists all members of a given immediately invoked functional expression (IIFE) or encapsulated game object
    - IIFE are separate JavaScript files
    - Encapsulated game objects are part of the main game JavaScript file, but create an encapsulated scope of functions, constants, and variables