FILE STRUCTURE

INDEX.HTML CONFIGS.JS 1) Canvas Initialisation 2) Ball Properties 3) Paddle Properties 4) Current level VAR 5) Current Score VAR 6) Highest Score VAR 7) Initial Settings **ELEMENT-CLASSES.JS** LEVELS.JS all elements classes with their methods 1) Ball Class 1) All levels with their 2) Paddle Class structure 3) Level Class **BREAKOUT.JS** the whole logic goes here 1) Main Draw Function 2) Collision Detection 3) Rerender on Resize 4) etc.