**Index.html**

Canvas- 850 X 600

**Game.ts (Core)**

Converts html canvas -> createjs.Stage

* Each time Stage’s tick method is called, it will render its display list to its target canvas.

Loads assets

Calls each Scene based on condition

**Scenes**

Scenes are added to Stage.

* Start extends object.Scene
* Play extends object.Scene
* End extends object.Scene

Objects are added to Scene

* Start (Scene) extends object.Scene
  + Game Name (Object)
  + Button (Object)
* Play (Scene) extends object.Scene
  + Player (Object) extends createjs.Bitmap
  + Enemy (Object) extends createjs.Bitmap
  + Scores (Object) extends createjs.Bitmap
* End (Scene) extends object.Scene
  + Label (Object)
  + Button (Object)