

System architecture

States

The application consists of ONE activity and several states. Each state contains a scene for displaying content, and they are handled by a common StateManager.

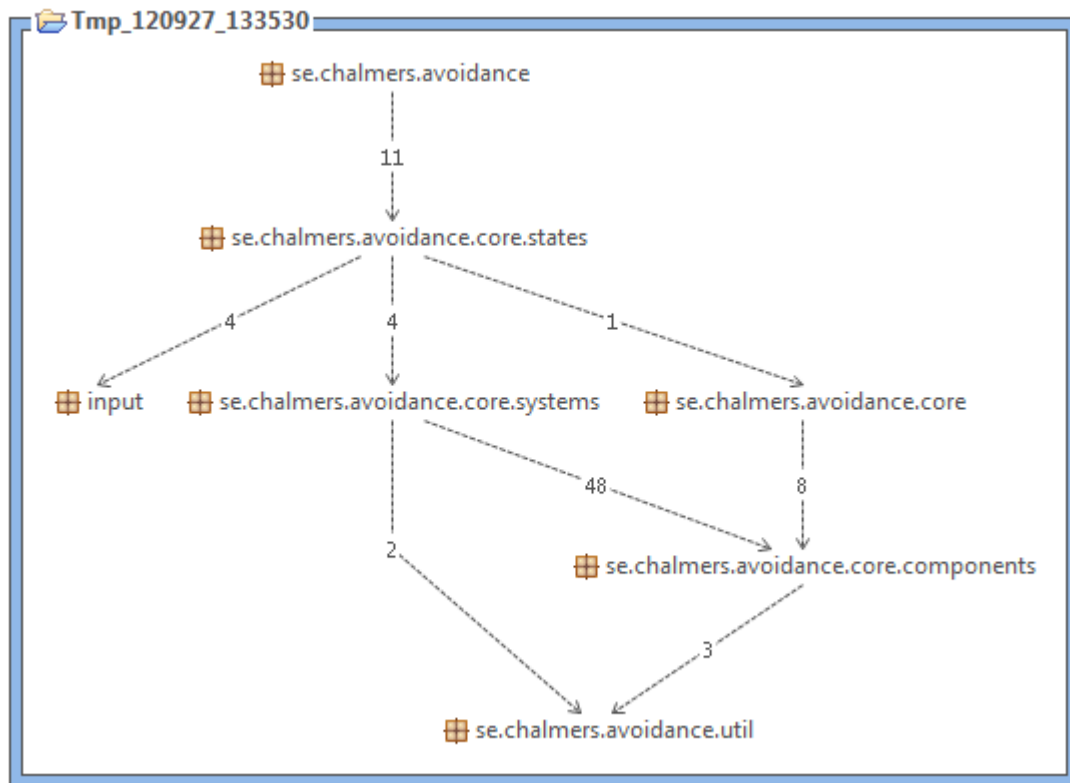
Entity component system

This application uses the Artemis Entity System Framework which is a variation of the entity-component structure. In essence it's centered around building game objects through composition instead of an inheritance structure. Entities are merely a container of components and are created through an entity factory. The components contains the state of the entities (the data) and all logic is implemented by systems. Components have no dependencies and systems don't depend on each other.

Link to Artemis: <http://gamadu.com/artemis/index.html>

Game Engine

The game engine AndEngine is used for collision detection and rendering of the game objects.



The

current package structure