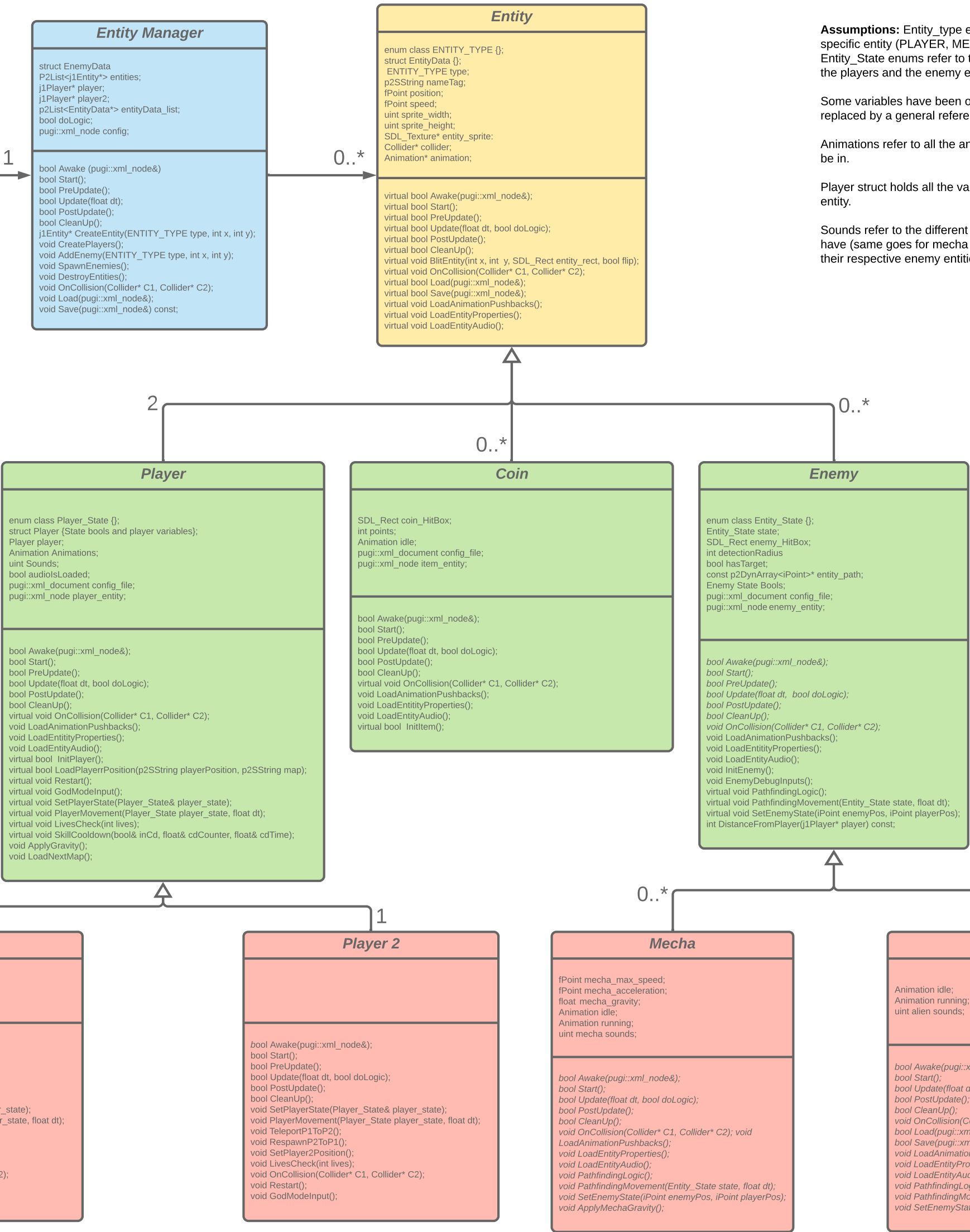


MUTUAL COOPERATION'S ENTITY SYSTEM UML

December 28, 2019



Assumptions: Entity_type enum refers to the type of a specific entity (PLAYER, MECHA...). Player_State and Entity_State enums refer to the different states in which the players and the enemy entities can be in.

Some variables have been omitted and have been replaced by a general reference to them:

Animations refer to all the animations a player entity can be in.

Player struct holds all the variables and bools of a player entity.

Sounds refer to the different sounds a player entity will have (same goes for mecha sound and alien sound for their respective enemy entities).