

World	
Responsibilities Loads the world data into the model, assembling it top down Creates the view, assigning it to the model Listens for events, and triggers the appropriate Actions in both Model and View as the controller	Collaborators Game Adventure Frame Player

Game	
Responsibilities Manages the state of the entire game as it stands, storing the current state of the game Holds the state of the player	Collaborators Room Player

Adventure Frame	
Responsibilities Creating and assembling the graphics component including adding listeners Chief “view” component, allows redrawing	Collaborators Adventure Canvas

Adventure Canvas	
Responsibilities Graphical display of the game, responsible for providing the graphics to draw gameobjects References player to draw player’s perspective	Collaborators Player Game

RoomSection	
Responsibilities Keeping track of contents of the room – split over multiple RoomSections Individually calling Draw() on each component	Collaborators Player GameObject

Player	
Responsibilities Keeping Track of the current State of the player Manages Player Inventory	Collaborators RoomSection Inventory