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

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

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| Adventure Frame |  |
| Responsibilities | Collaborators |
| Creating and assembling the graphics component including adding listeners | Adventure Canvas |
| Chief “view” component, allows redrawing |  |
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| Adventure Canvas |  |
| Responsibilities | Collaborators |
| Graphical display of the game, responsible for providing the graphics to draw gameobjects | Player |
| References player to draw player’s perspective | Game |
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| RoomSection |  |
| Responsibilities | Collaborators |
| Keeping track of contents of the room – split over multiple RoomSections | Player |
| Individually calling Draw() on each component | GameObject |
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| Player |  |
| Responsibilities | Collaborators |
| Keeping Track of the current State of the player | RoomSection |
| Manages Player Inventory | Inventory |
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