Condition
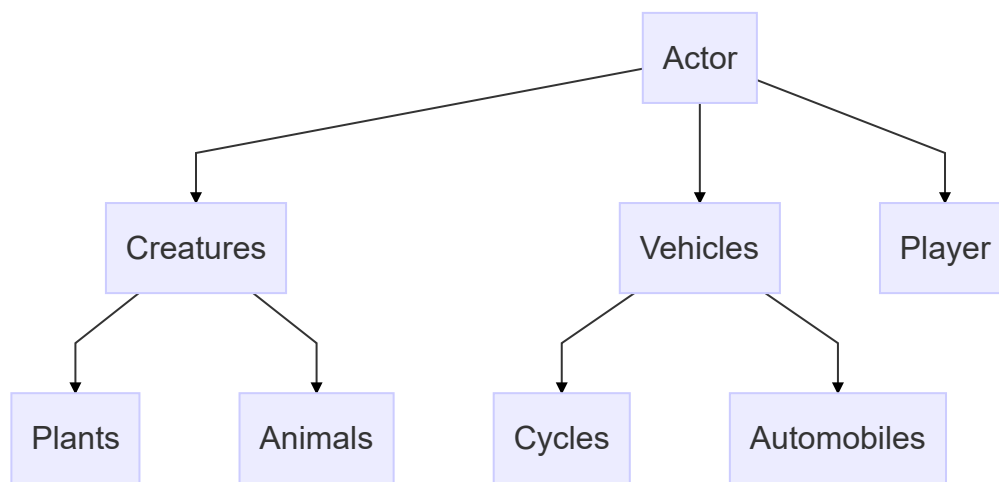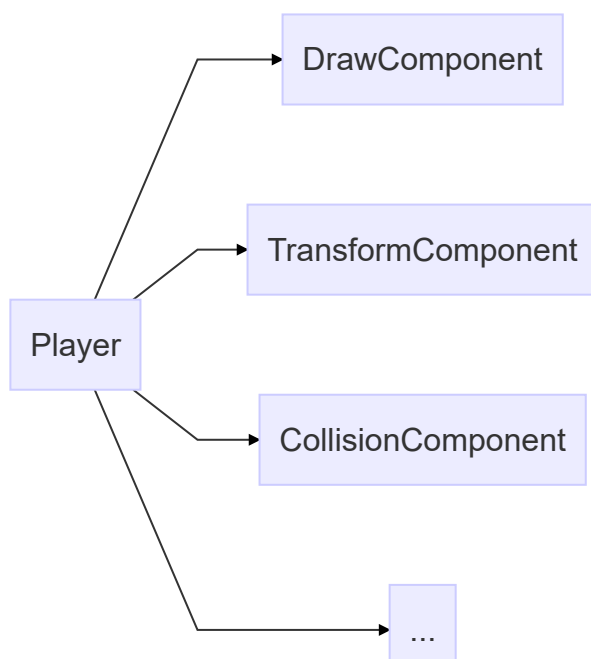
- animal safari game
- object types
  - creatures
  - plants
  - vehicles
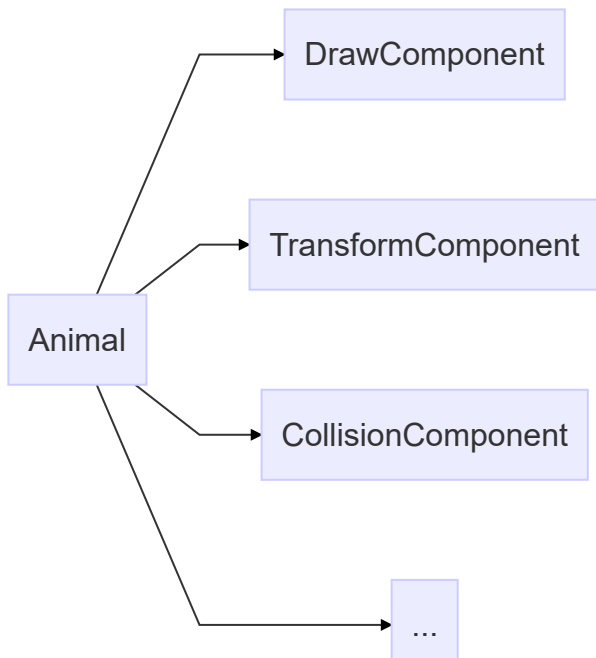 - players
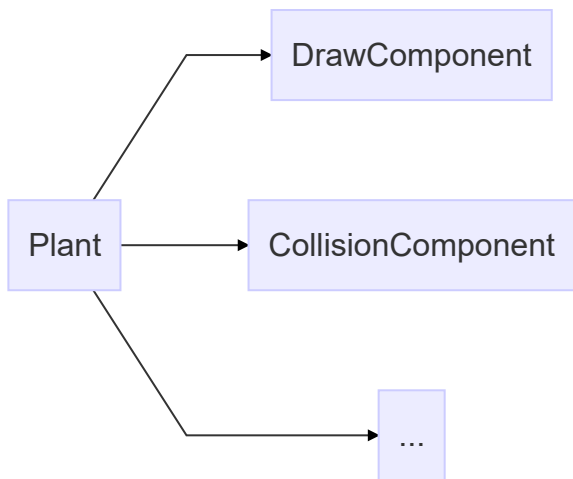
Monolithic Class Hierarchy Object Model

```
                          Actor
            ┌───────────────┼───────────────┐
            ▼               ▼               ▼
        Creatures        Vehicles         Player
        ┌──┴──┐          ┌──┴──┐
        ▼     ▼          ▼     ▼
     Plants Animals   Cycles Automobiles
```

Component Object Model

```
                    ──────▶ DrawComponent

                    ──────▶ TransformComponent
        Player
                    ──────▶ CollisionComponent

                    ──────▶ ...
```

```
Vehicle ──→ DrawComponent
        ──→ TransformComponent
        ──→ CollisionComponent
        ──→ ...

Plant ──→ DrawComponent
      ──→ CollisionComponent
      ──→ ...

Animal ──→ DrawComponent
       ──→ TransformComponent
       ──→ CollisionComponent
       ──→ ...
```
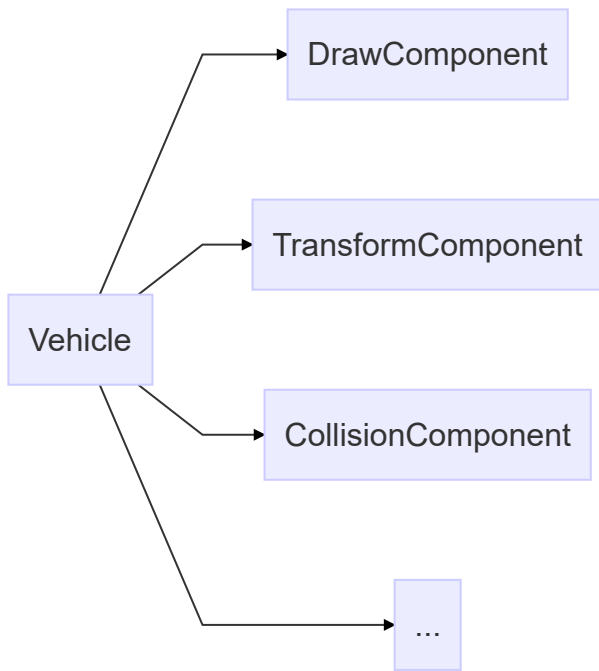
Which is more beneficial ?

- it depends on the game specification
- classifying onto objects isn't simple, `Component Object Model` would be better
- in this condition, `Monolithic Class Hierarchy Object Model` is better
    - due to ease of classification