

## *Genesis*

By Bradley Lamitie

October 4 2017

I tried to map out the classes as best as I could and hopefully this is as accurate as possible. If any changes need to be made during development I will update the diagrams accordingly.

The game consists of the GameWorld, Entities, FeedbackSystem, and Items.

The Entity model is by far the most dynamically complex. All entities derived from the entity class are meant to move throughout the game World constantly. The angel uses player input to move and enemies and NPCs use primitive AI.

The Items model shows the 7 types of items the player will encounter in the world.

The FeedbackSystem will display how much mana, health, money, and lives remain and the current quest the players on.

All classes have both update and render methods. These methods are used in the game loop. These methods may be overridden in the subclasses' own render and update methods.







