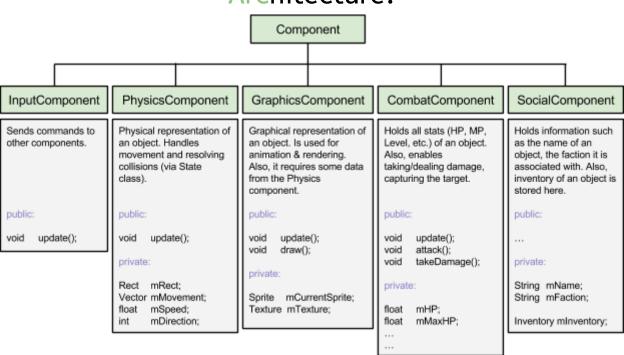
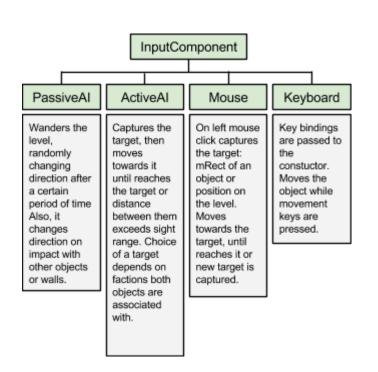
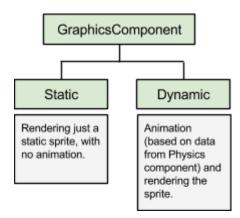
Paul Pushmin Leo Vetlugin

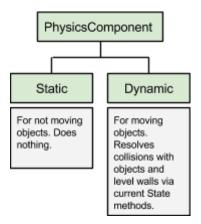
USU, 2014

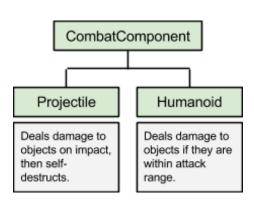
Architecture.

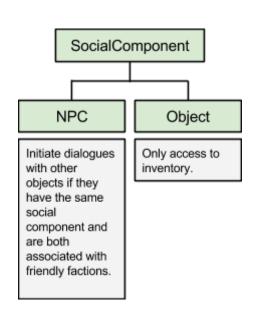










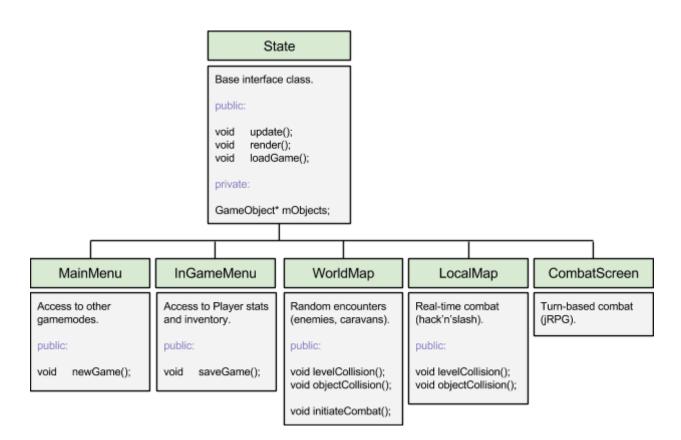


GameObject

Base entity class. All game objects are instances of this class.

private:

InputComponent* mInput; PhysicsComponent* mPhysics; GraphicsComponent* mGraphics; CombatComponent* mCombat; SocialComponent* mSocial;



StateMachine

Main game loop.

public:

void update(); void render(); void changeState(); void addState();

private:

State* mCurrentState;

