Realm.one Lifeform Management

Server

Client

Server side:
- Network System
  - Lifeform Event → Lifeform System
  - Lifeform System → Pack ↑ Network System
- Lifeform System
  - AI System → Lifeform Event ↑ Lifeform System

Client side:
- Network System ←→ Pack ←→ (Server Network System)
- Network System
  - Lifeform Event → Lifeform System
  - Player Event → Player System
- Player System
  - Pack → Network System
  - Input System → Command Queue ↑ Player System