Sherlock’s Riddles of Biblical Archeology

Architecture Diagram

*Document Version 0.1.1*

**Architecture Summary**

Canvas

* Main renderer that loads and displays other modules

World Map Module

* Level section that shows points of interest the user may navigate to.

Archaeological Site Module

* Level section that presents a lecture or riddle to the user and provides evidence that must be sorted and labeled.

Sherlock’s Study

* Level Section that allows user to confide their gathered evidence with Sherlock to prove or disprove a theory.

Location Node

* Pin point on a map that the user may navigate to.

Video Panel

* Presents a video lecture or short documentary to the user.

Evidence Panel

* Collection of items that the user must sort and label in accordance to a given theory or riddle that is provided after a video.

Inventory Panel

* Collection of all items thus far that await Sherlock’s analysis in his study.

**Architecture Hierarchy**

* Canvas
  + World Map Module
    - Location Node
  + Archaeological Site Module
    - Video Panel
    - Evidence Panel
    - Inventory Panel
  + Sherlock's Study Module
    - Inventory Panel

\* Main architecture of the game will consist of just a single Unity Scene with a Canvas that houses different modules that represent other levels or sections. These modules are always loaded in memory, ready to be invoked at a moment’s notice, and switched on and off at run time based on the user’s navigation.

**Architecture Flow**

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+--- | Location Node |

| +---------------+

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+------------------+ | +-------------+

+----- | World Map Module | <--+ +--- | Video Panel |

| +------------------+ | +-------------+

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+-------+ +--------+ <----+ +----------------------------+ <---+ +----------------+

| Scene | <- | Canvas | <----+----- | Archaeological Site Module | <---+--- | Evidence Panel |

+-------+ +--------+ <----+ +----------------------------+ <---+ +----------------+

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| +-------------------------+ | +-----------------+

+----- | Sherlock's Study Module | <------+--- | Inventory Panel |

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**Navigation Between Modules**

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| Location Node | -----> | Archaeological Site Module | -----> | World Map Module | ----> | Location Node |

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+--> | Sherlock's Study Module | -----+

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