**API**

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| **Name/class** | Description |
| **Package SceneRender** |  |
| Background | Resposible for background in scenes |
| Scene | Main class, responsible for levels. Need to have start, stop, enemies, objects and a player |
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| **Pacakge Objects** |  |
| **Package Characters** |  |
| Characters | Abstract parent class of NPC, PlayableCharacter, Enemy |
| NPC | Non playable Character, often friendly |
| PlayableCharceter | Character Controllerd by the player |
| Enemy | Character controlled by machine, enemy. |
| **Package items** |  |
| Item | Abstract Parent class of InteractableItem and  VoidIten |
| InteractableItem | Item that are designed to be used/interadcted with by the player |
| VoidItem | Background item, like a torch in the background |
| Equippable | Items characters can equip, like swords, shield etc. |
| **Package WorldObjects** |  |
| InteractableObjects | WorldObjects characters can interact with like doors, windows etc. |
| Interaction | INTERFACE  How the interaction is happening. Press space or another key? |