# Player

**Class**: Player

**Name Space**: Game Objects

**Description**: This is the main class that encapsulates all logic for the player. It contains an *AnimatedMesh* to display Andy, the main character, a *BoneControlledModel* to display Andy's axe when he chops down a tree, and a *StaticMesh* to display his tablet when the player opens up the game menu. The player class also contains all inventory related information, along with all XML serialization needed for saving. In order to optimize for speed and efficiency, an invisible *OrientedBoundingBox* is placed at Andy's feet, this box is used for all collision physics, and trigger activation. All user-input controls this box per cycle and at the end of the class's update, all drawing information updates according to the box's new parameters.





