# Map

A map is comprised of cells and entities. When a game/round starts the map loads in everything

# Cell

A cell is the base measurement of space in the game. A cell can be extended for enhanced behaviour however by default they have a location and a level of permeability.

# Entity

Entities are objects within the game that are updated each round. They work in a “tree” fashion, events also take place down a tree of entities.

# Projectile(?)

Projectiles are loaded into memory when required and only deleted at the end of a match. When possible they are reused in future attacks.

# Controller(?)

Abstraction from inputs to commands.