Greed Game Design

CSE 210 - Team 5

Main

Timer

start_game

open_window
close_window
clear_buffer
draw_actor
draw_actors

is_tick

Video Service

Director

Score
(Actor)

is_window_open
get_width
get_height
get_cell_size

Player
(Actor)

add_actor

Keyboard Service

get_direction

get_first_actor
get_all_actors
get_actors
add_actors
update_actors

set_score

Cast

Rock
(Actor)

Gem
(Actor)

Actor

set_score

Color

Point