**Player**

* Movement
  + Keyboard and Mouse
    - Keyboard manager and Mouse manager
  + Gamepad
    - Gamepad manager **[Yu Ming]**
* Attributes **[Yu Ming]**
  + Struct
    - Getter
      * Level
        + Experience
      * Health
      * Magic Power
      * Attack
      * Defense
      * Speed
      * Gold
    - Setter
      * Level
        + Experience
        + Increases attributes randomly with a range.
      * Health
      * Magic Power
      * Attack
      * Defense
      * Speed
      * Gold
* Equipment (Equipment Manager) **[Guan Sheng]**
  + Loading CSV files.
  + Weapon
    - Making CPP and .H.
    - Gun
      * Inherit from Weapon Class.
    - Sword
      * Inherit from Weapon Class.
  + Defensive Gear
    - Making CPP and .H.
    - Helmet
      * Inherit from Defensive Gear Class.
    - Armour
      * Inherit from Defensive Gear Class.
    - Glove
      * Inherit from Defensive Gear Class.
    - Shoe
      * Inherit from Defensive Gear Class.

**NPC [Eugene]**

* Robot (Enemy)
  + Movement
    - State Machine
      * IDLE
      * PATROL
      * ALERT
      * CHASE
      * DEATH
  + Attributes
    - Getter
      * Health
      * Magic Power
      * Attack
      * Defense
      * Speed
      * Experience Points
      * Gold Dropped
    - Setter
      * Health
      * Magic Power
      * Attack
      * Defense
      * Speed
      * Experience Points
      * Gold Dropped
* Tower (Map Object)
  + Player and Enemy switchable
  + Fires at target
* Equipment Dealer
  + Buy Equipment
  + Sell Equipment
* Quest Giver

**Physics [Guan Sheng]**

* Movement speed based on mass and velocity.
* Gravity

**Camera [Zhi Hao]**

* Panning to location.

**Particles [Zhi Hao]**

* Particles Manager
  + Particles
    - Velocity
    - Position
    - Lifetime
  + Total particles count
  + Render particles

**File Manager [Eugene]**

* Save
  + Player information
  + Progression (Quests completed)
* Load
  + Player information
  + Level
  + Map Editor

**Sound Manager [Yu Ming]**

* irrKlang
  + Play sound
  + Stop sound
  + 3D sound

**Objectives [Eugene]**

* Quest Manager
  + Create Quest
  + Delete Quest

**User Interface [Everyone]**

* Splash Screen
* Main Menu
  + New Game
  + Load Game
  + Options
    - Audio Level
    - Changing of Controls
    - Play music
  + Exit
* Player Attributes
* Town
  + Minimap
  + Player level
* Battle
  + Player Health
  + Player Magic Power
  + Minimap
  + Enemy Health
  + K.O Count
  + Option
    - Quest Objective
    - Back to Game
    - Back to Town
    - Quit Game