# Entity-Relationship Diagram

Our Entity-Relationship diagram shows the different relationships between the different parts of our system. The Game Controller is the central part of the system and essentially interacts with every other part of the system. The Game Controller interacts with the Logger, Time, Robot, Interpreter, Main Menu, and Game Screen, and each of these in turn talk back to the Game Controller. The Interpreter talks back and forth with the A.I. The Menu Operator talks to the Main Menu, and the Player and Observer talk to the Game Screen, which in turn talk to the Game Controller. The Game Controller then talks to the other parts of the system based on the feedback from the Menu Operator, Player and Observer through the Main Menu and Game Screen. This ties hand in hand to our choice for Model-View-Controller for our architecture as essentially our models and views are separated by the controller similarly to how our system is described in our Entity-Relationship Diagram.