SimWorld24 System Architecture

Player

Data

History Analyzer

User Interface

Word Modeler
(generation, edit)

World Model Configuration

Presentation | Perspective | Menu Options | Control

Save / Load

Game App

Save / Load → Saved Games

Interfaces

Control & Presentation | Sim / Game Mode | Start/Stop /Pause | Navigate, Observe, Intervene

Software

SimEngine

Load

Save / Load → Persisted Simulation State

Internal Data Structures (Live State)

State Change Log

Event Log