# Game Scene

Describes the graphics, physical and environmental layout of the world the entities exist in. Also can trigger game events. Typically don’t expect the elements of a game scene to change.

# Components

Unlike the entity components, each scene component is completely discrete. However when designing the level, they will have an implicit natural relationship. If the tilemap layer depicts a wall, the Barrier layer should define a barrier in line with this wall.

## Barrier

The physical layout. Barriers can be of different types so you differentiate between the material of the barrier, but is intended to be impassable to entities. Has a height parameter so entities can pass over/under the barrier. The size/shape of the barrier is defined by a BoundingVolumeContainer.

## Event

If game events are triggered by walking on certain spots by an entity, they are defined as an event component. Size/Shape is a BoundingVolumeContainer. Has a height parameter as well.

## Environment

For movement affects, define the space with a BoundingVolumeContainer. Can simulate slipping on ice, walking through mud, etc. Has height parameter.

## Tilemap

Draw tiles based on a grid and referenced to an atlas. An entire tilemap layer is drawn at once, so sprites sit on their own layer on top. Multiple tilemap layers can be used in a level, some tiles may look natural if they sit on top of a sprite layer (such as treetops).

Tiles can be animated.

## Panorama

Paints an entire image. Can scroll, move, animate. Can choose which sections of the level the panorama is visible in.