**Class diagram change report**

**Name changes:**

* Interaction component 🡪 PlayerInteractionComponent

In **PlayerInteractionComponent:**

* Src: Transform 🡪 interactor: Transform (The reasoning behind this change is clarity – “src” or “source” might be unclear, while “interactor” clearly indicates that the player is meant)
* SendRay(ray : Ray) 🡪 checkInteraction(ray: Ray)

**Inventory, Item, CollectableItem:**

* These components have been removed, as they will now be handled by the SaveAndLoad Manager. Since we plan to save everything long-term, dynamic access through an inventory is unnecessary.

**CharacterComponent:**

* Removed - there’s no need for it as we can use the Game Object from the player.

**PlayerMovement:**

* All elements related to jumping, velocity, etc., have been removed, as they are not needed for our project.

**New changes:**

* We want to create a class that can be used across all scenes, allowing the player to access the main menu at any time.
* All the classes we’ve programmed have been integrated accordingly.