

CRC Cards

World	
Coordinates logic update tick. Provides access to Entities on the SceneGraph. Creates and destroys Entities on the SceneGraph	Entity

TimeManager	
Controls the passage of time in the game world. Updates time-dependant aspects of the world.	World Effect Mob

Entity	
Stores the geometry and physics of an object on the SceneGraph. Provides access to and modification of that geometry and physics. Provides object-specific game logic.	World

Player	
React to user input and interact with the game world. Control the user's camera. Control the Player's animation and visual feedback	World

ActorStatistics	
Store statistics about an Actor (eg. health) Provide simple manipulations of those statistics.	

Inventory	
Stores items in the inventory. Stores owner of the inventory. Controls adding and removing items from the game world. Interacts with the GUI to display the stored items.	HudScreenController CRAIG World

MobSpawnController	
Spawns mobs in the game world, based on world conditions.	World Mob

AI	
Controls a mob. Performs a logic tick. Targets or follows other entities.	Entity Pathfinder

Pathfinder	
Finds paths between two points in the game world.	World

Effect	
Applies a change of state to an Actor (eg. reducing health)	Entity

Item	
Stores information about the Item. Stores the Inventory the item is in.	Entity

Consumable	
Stores a change of statistics. Applies that change of statistics to a Player on consume	Player

Equippable	
Stores a change of statistics. Applies that change of statistics to a Player on equip.	Player

Weapon	
Performs logic for a Player attacking a target.	World Player Entity Effect

Gizmo	
Stores an energy cost to activate. Creates Effects and applies them to Actors.	Effect World Actor

Container	
Stores an Inventory of Items. Controls logic for being opened and closed by a Player. Controls logic for being unlocked by a Player with a Key.	Inventory World Player Key

Door	
Controls logic for being opened and closed by a Player. Controls logic for being unlocked by a Player with a Key.	Player Key

Key	
Stores Containers and Doors it can unlock	Door Container

Network client	
Monitors the world/player Handles packets from the server Sends packets to the server	Server – over network World Player

Game server	
Monitors the world Handles packets from clients Sends packets to clients	Client – over network World Player

GUI	
Broadcasts changes to observers Displays the current state of the world	World Client