CRC Cards

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

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

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

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

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

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

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

Pathfinder Finds paths between two points in the game world. Effect Applies a change of state to an Actor (eg. reducing health) Item Stores information about the Item. Stores the Inventory the item is in. Consumable Stores a change of statistics. Applies that change of statistics to a Player on consume Equippable Stores a change of statistics. Applies that change of statistics to a Player on equip. 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. Container		
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Actor	Stores an energy cost to activate.	Effect
	Creates Effects and applies them to Actors.	World
Container		Actor
Container		
Container		
Stores an Inventory of Items. Inventory		
Controls logic for being opened and closed by a World		
Player. Player		
Controls logic for being unlocked by a Player with Key	1	Key
a Key.	a Key.	

Door	
Controls logic for being opened and closed by a	Player
Player.	Key
Controls logic for being unlocked by a Player with	
a 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	Client – over network
Handles packets from clients	World
Sends packets to clients	Player
	-

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