**CRC Cards**

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

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

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| 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 |

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| 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 |

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

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| 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 |

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

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

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

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

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

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

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

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

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

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| 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 |

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

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| Key |  |
| Stores Containers and Doors it can unlock | Door Container |

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

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

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