

Progression Controller

- works on a timer, sends commands to PlayerController (increase speed) and to LevelController (increase density of obstacles etc.)
- increase player speed
- increase probability of obstacles appearing
- harder obstacles
- power ups

Level Controller

- level structured on segments (size of camera view or so)
- knows which segment the player is on, creates tiles ahead of the player and deletes tiles that were passed
- sends info to Segment Creator to create the segment

Player Controller

- controls player speed
- player input - jump, duck
- checks collision with obstacles
- player states for animation

Enemy Behaviours

- move up and down
- roll towards the player
- shoot the player at a level
- on different layer to check for collision
- each with different probabilities of appearing and a required distance between it and other items appearing

Segment Creator

- creates a segment of the level given coordinates from level controller
- also controls probability of items appearing and distance between items, what items can appear at a given time, etc

Timer Controller

- displays a timer that represents the score of the player
- where the ProgressionController gets its time

High Score

- after each run player asked if they want to record score (or only if they do better than current high score?)
- local values
- retro 3 letters for player name
- can be viewed from main menu