# Phase 1 CRC

#### Main

Public static void Main Runs a session		

# Session

#### Session

Public void run - calls Update and Draw in a loop
Private void Update
Private void Draw

Main
OpenGL
Level
CollisionManager
EntityManager
InteractionManager

# InputController Takes keyboard input Session

#### Level

Stores all the information of a level

Stores an instance of GraphGenerator and uses it to generate the layout of the level.

Populates each state in the graph with a Room object.

Stores current room

Public Room GetCurrentRoom - returns the current room

Public void WalkThroughDoor - takes a value that represents which door the player has walked through. This updates the current room.

Session GraphGenerator Room

## GraphGenerator

Generates a connected planar graph with given number of states.

Level

#### Room

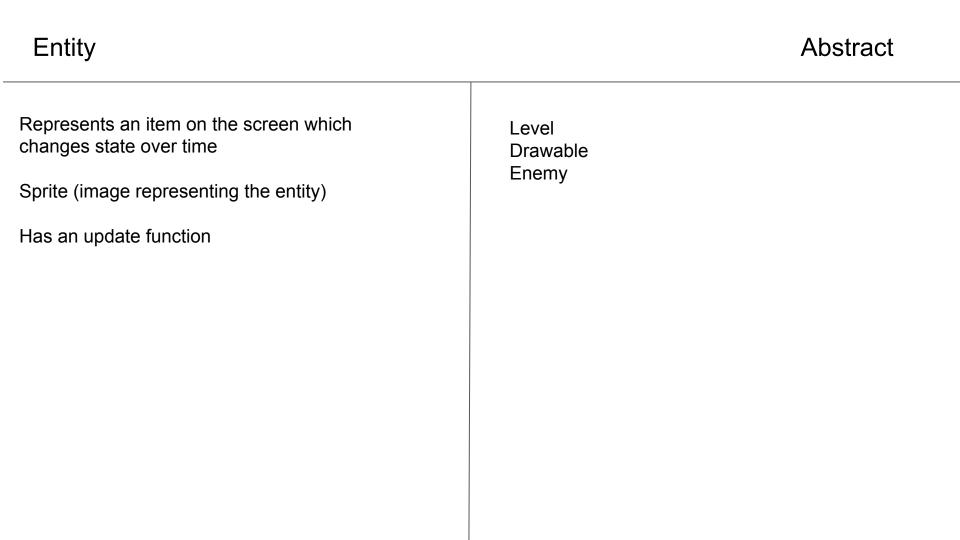
Stores a collection of Entities.
Stores the dimensions of the room.
Stores the background image of the room.

Level Drawable Enemy

#### Drawdata

Represents an image and coordinates to be drawn on screen. (and which layer to draw on)

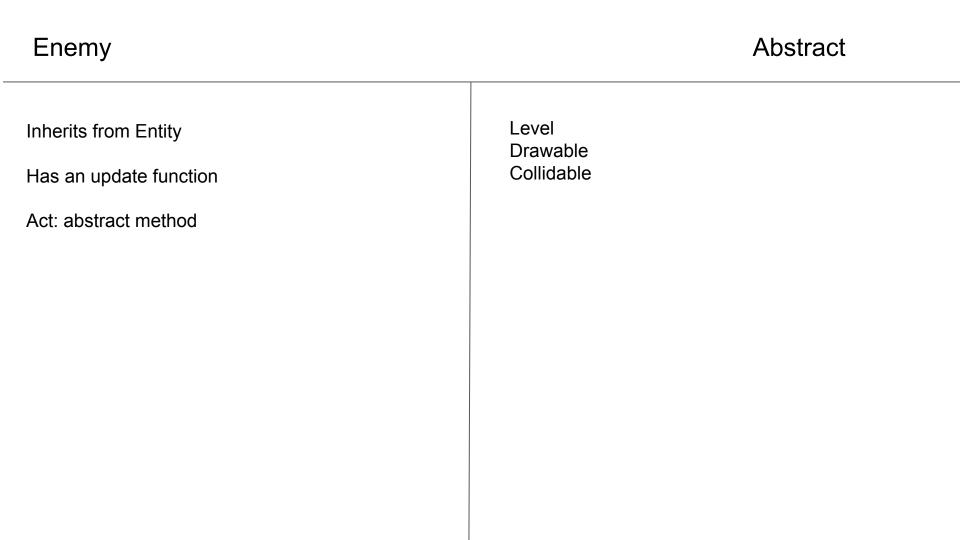
Drawable		Interface
Implements a method draw() which returns drawdata to be drawn.	Room Item Entity	



## Player

Inherits from Entity
Implements Drawable
Stores xp
Stores collection of ItemData (inventory)

Level Drawable Collidable



#### Rat

Inherits from Enemy

Has an update function, defined: "move toward player"

Level Drawable Collidable

#### Chest

Inherits from Entity Allows interaction when collided with	Level Drawable Interactable Collidable

#### ItemData

