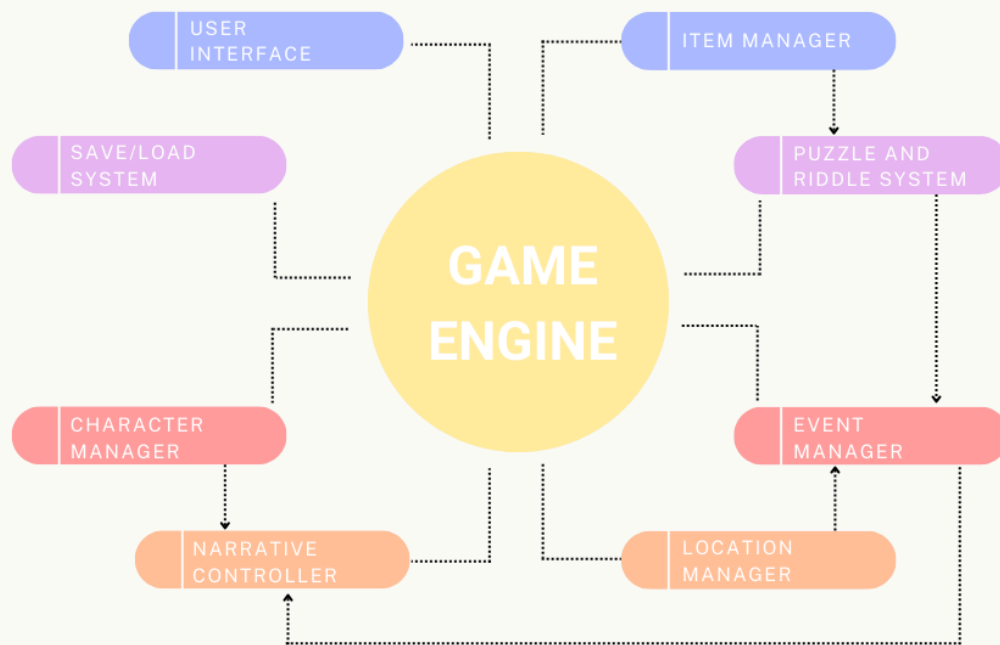# ARCHITECTURE DIAGRAM

- **Game Engine:** Central to all operations, it connects with every other component, controlling game logic and state transitions.
- **User Interface:** Receives input from the Game Engine to display information to the player and collect player inputs.
- **Location Manager:** Manages player movements and accessibility of locations, interacts with the Game Engine to update player's current location, and triggers location-specific events through the Event Manager.
- **Item Manager:** Handles inventory items, their interactions, and usage within the game. Feeding back into the Game Engine and Puzzle Riddle System as needed.
- **Character Manager:** Tracks character states and locations, contributing to narrative development through the Narrative Controller.
- **Event Manager:** Orchestrates game events based on player actions and game state, influenced by the Location Manager and affected by the Puzzle and Riddle System.
- **Puzzle and Riddle System:** Manages puzzles and riddles, their solutions, and rewards, interfacing with the Item Manager for item-related puzzles and the Event Manager for event-triggered puzzles.
- **Narrative Controller:** Guides the story progression based on player choices and achievements, influenced by Character and Event Managers.
- **Save/Load System:** Allows players to save and load game progress, interfacing with the Game Engine to store and retrieve game states.