1. Ross: Gets interaction button press from input manager. Checks the conditions of the interaction. Calls touchingInteractable(Vec2) to determine if press does anything. touchingInteractable() takes the position of the player and returns the object a player player is touching. returns null otherwise.
2. If there is an object returned from touchingInteractable(), then Interactable.interact() is called. This takes no inputs and returns nothing, but every object that can be interacted with implements this function.
3. If the interactable is a Shop NPC, the interact() function is called, moving control over to Jon’s module.
4. Jon: From the shop NPC class, I call inventory.displayShop() from the inventory manager module that Kyle is making.
5. Kyle: Inside the inventory manager, I will call Hunter’s UI handler with displayShop(Inventory). This function returns nothing but takes an Inventory object.
6. Hunter: With the inventory object, a shop UI can be displayed to the player with all the information gathered previously.
7. Riley: However, if the interactable was an enemy, control will be moved to my fight manager module. From there, when the enemy takes a turn, I will call getnextaction(list) from Trevor’s AI module. This function returns an ID number for the action that is publicly defined in Trevor’s AI module.
8. Trevor: My module will take in information about the state of the fight and return an action the enemy will take.