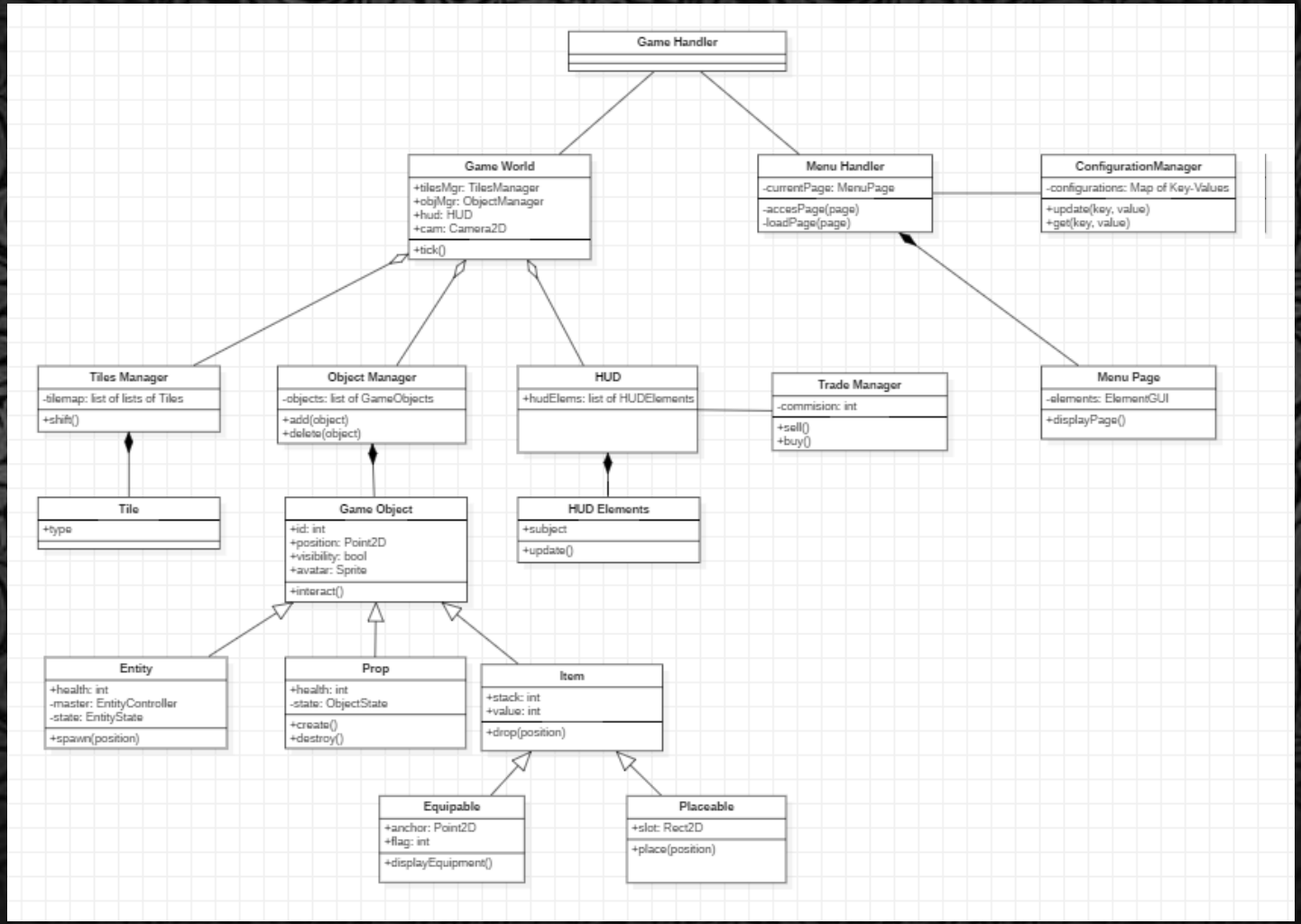
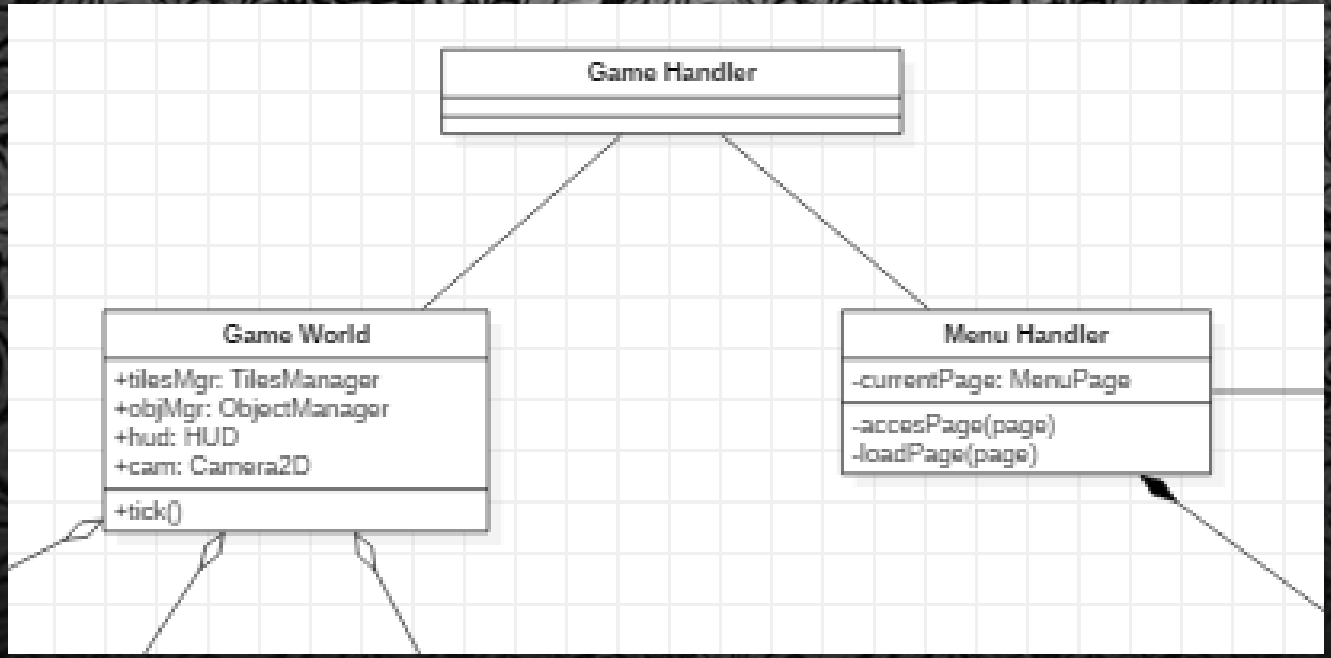
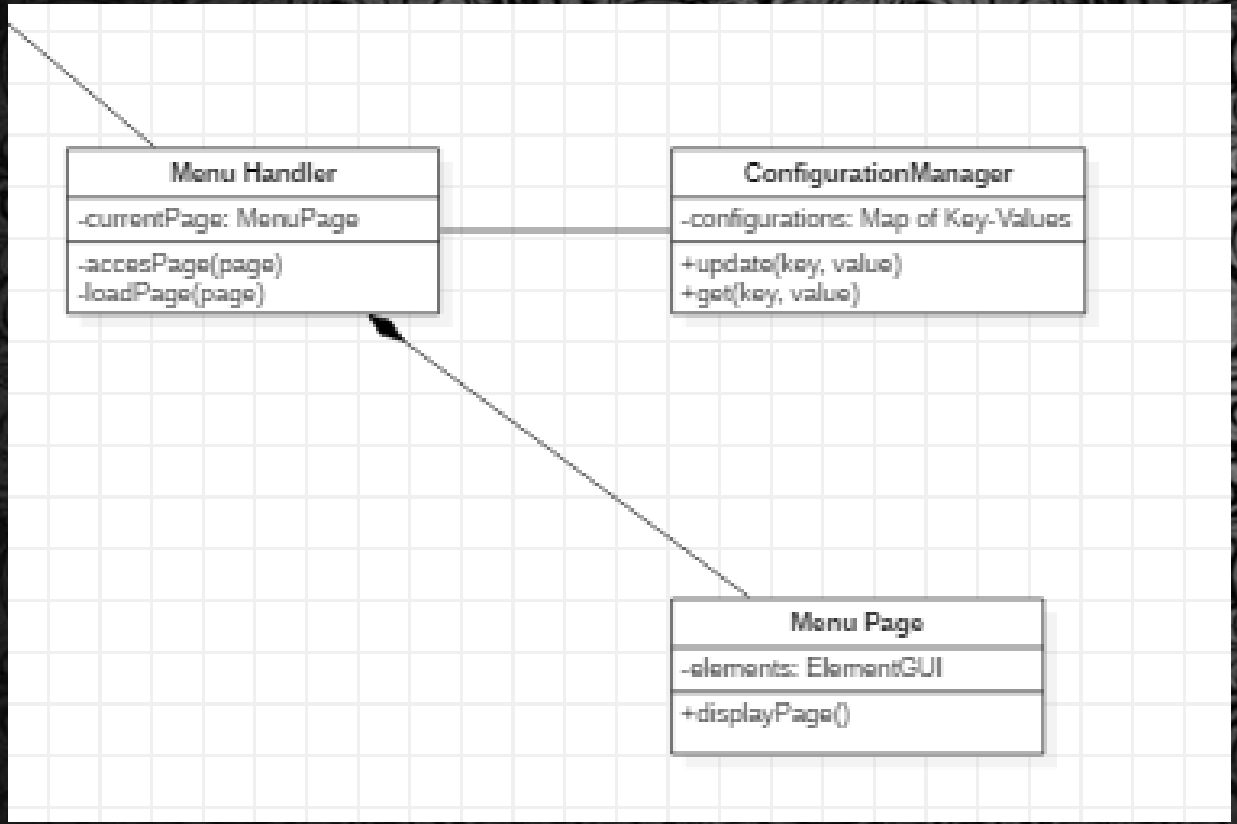
Antiquarian


Game Handler
Game World
+tilesMgr: TilesManager
+objMgr: ObjectManager
+hud: HUD
+cam: Camera2D
+tick()
Menu Handler
-currentPage: MenuPage
-accesPage(page)
-loadPage(page)
ConfigurationManager
-configurations: Map of Key-Values
+update(key, value)
+get(key, value)
Tiles Manager
-tilemap: list of lists of Tiles
+shift()
Object Manager
-objects: list of GameObjects
+add(object)
+delete(object)
HUD
+hudElems: list of HUDElements
Trade Manager
-commision: int
+sell()
+buy()
Menu Page
-elements: ElementGUI
+displayPage()
Tile
+type
Game Object
+id: int
+position: Point2D
+visibility: bool
+avatar: Sprite
+interact()
HUD Elements
+subject
+update()
Entity
+health: int
-master: EntityController
-state: EntityState
+spawn(position)
Prop
+health: int
-state: ObjectState
+create()
+destroy()
Item
+stack: int
+value: int
+drop(position)
Equipable
+anchor: Point2D
+flag: int
+displayEquipment()
Placeable
+slot: Rect2D
+place(position)

Lets Break it down



Main Menu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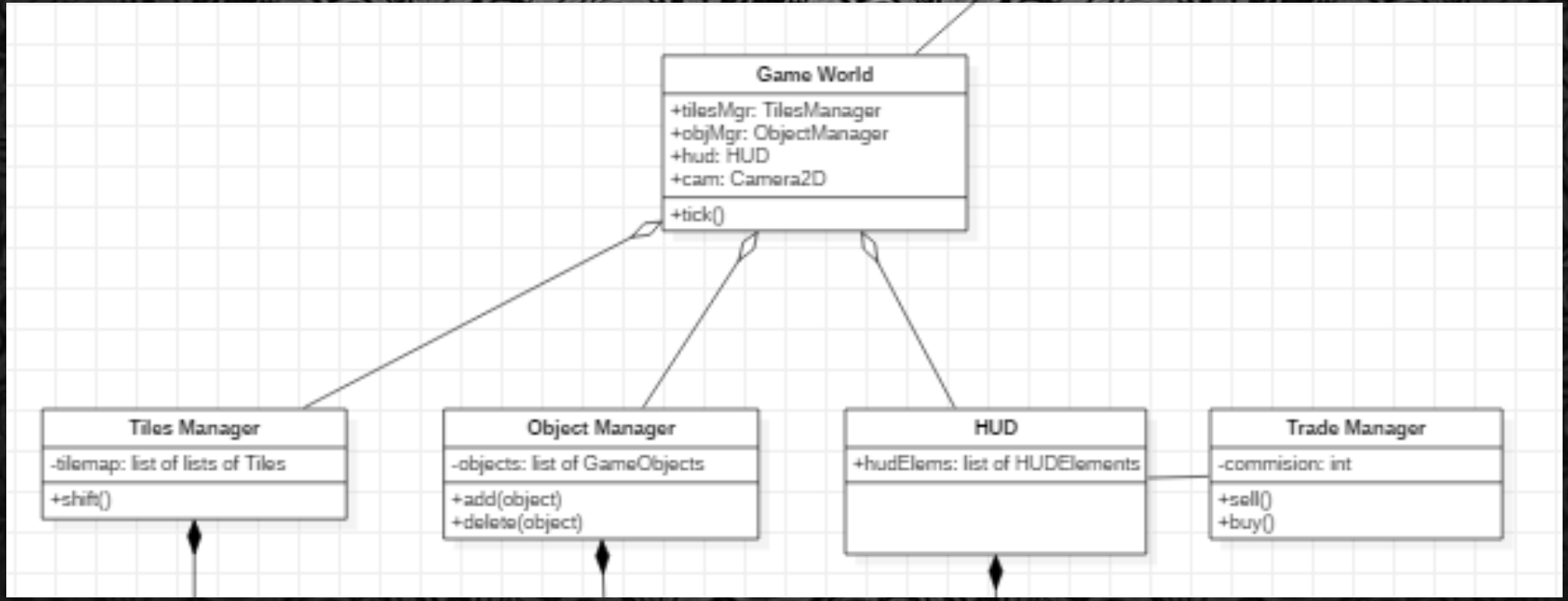
Game World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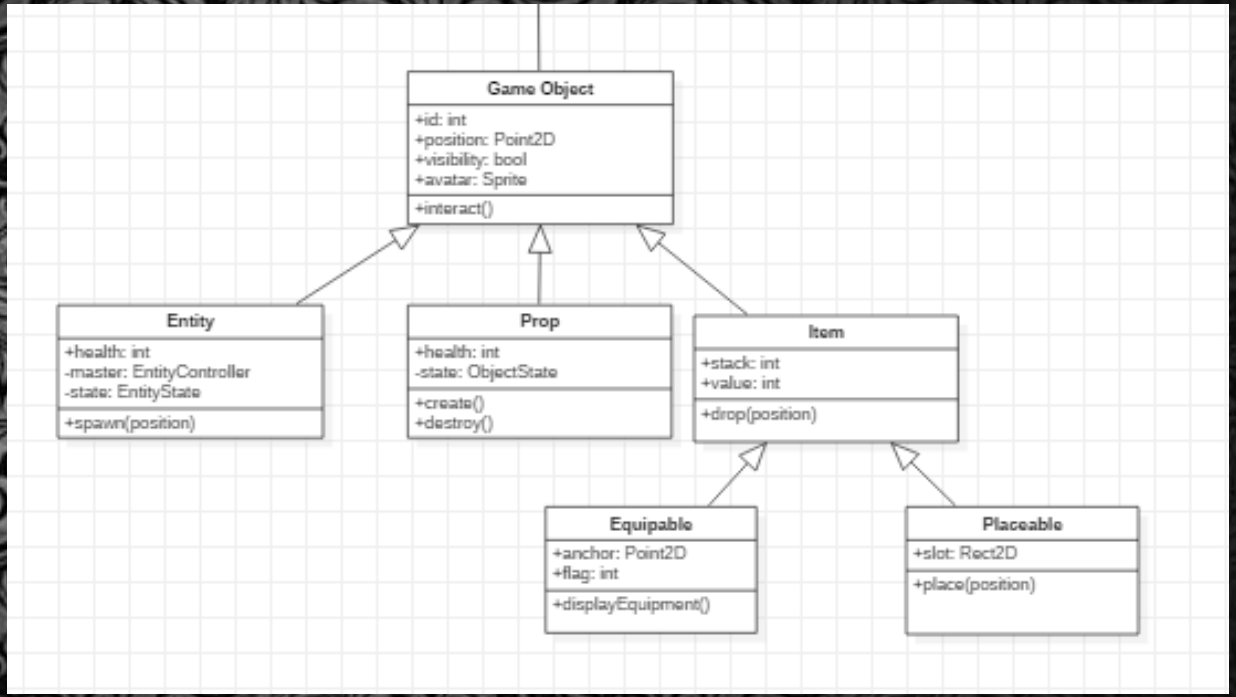
Game Objects Hierarchy