**Scene**

* **Actor**
  + Any player, enemy or NPC is based off of this class and can choose which of these components they will use.
  + **SFX**
    - The noise that actors make when they attack and walk around or get hit.
  + **Physics**
    - Handles collision with other actors as well as with the world.
    - **Collection**
      * Handles the pick up of items such as coins.
  + **Artificial intelligence**
    - Handles movement of characters that are not controlled by the player as well as attacks or dialogue they might have.
  + **Actions**
    - The player input that allows them to move attack and interact with the world around them.
    - **Animation**
      * Decides how much of the animation will be played and which one to play based on the input or A.I of the actor.
      * **Sprite**
        + Manages the sprite to choose the animation from.
    - **Transform**
      * The location, Rotation, and Scale of the actor.
* **Render**
  + Updates many times a second and sets what will be shown on screen
  + **BGM**
    - Decides what music will be played in the background and loops it
  + **Camera**
    - Shows the actors, UI elements and the world that should be shown.
    - **World Builder**
      * Creates and destroys the world based upon what is and isn’t on the camera’s view.
    - **User Interface**
      * Shows elements like the health bar as well as pop up windows like menu and textbox.
      * **Textbox**
        + A dialogue box that appears when the player interacts with certain other actors.
      * **Menus**
        + An interactable screen where the player can choose certain options to access game modes or settings.
        + Pauses the game.