2.5.8

1

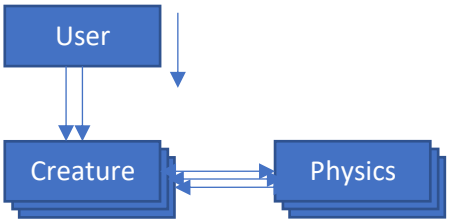
My program has a creature that has a mind of its own. The user can toy with the creature by dragging and throwing it around. The creature, when not interacted with, will get bored and start wandering around the screen. The creature has a physics system that makes the interactions fun and satisfying

2

Creature, user, physics system

All are import, but the user only exists in the program as a cursor variable and selecting functions and the physics system has no visual elements other than the effect it has on the creature. There are no variations of the objects, but multiple creatures with minor variations can coexist. The physics system is part of the creature, without a creature there's nothing to apply physics to. The user "has a" creature, but the creature and the user can exist without each other.

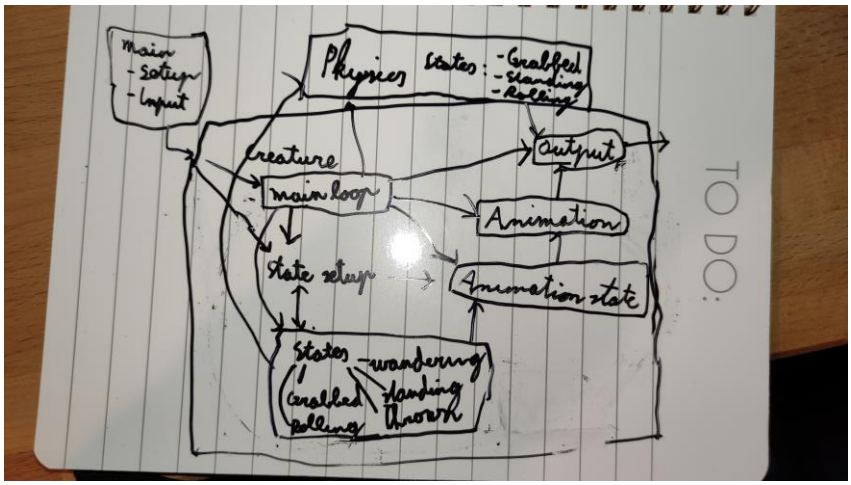
3



4

Dragging, throwing, wandering

All are important to the animation, although dragging could be replaced with something else, so long as you're able to throw the creature. All animations belong to the creature.



5

Most components correspond to classes or objects (some smaller ones are part of the main loop).

The object that creates a class is the only one to directly access it, including its constructor.

There's only one type of object, and different entities of the same type do not interact.

Most important activities are methods, except for a few smaller ones that are part of the main loop.