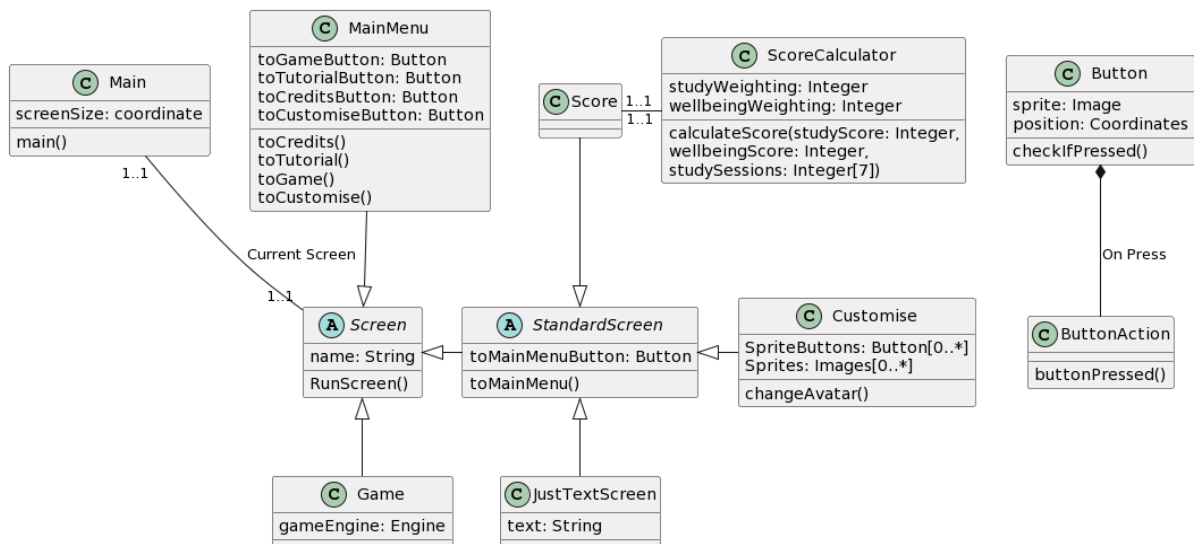


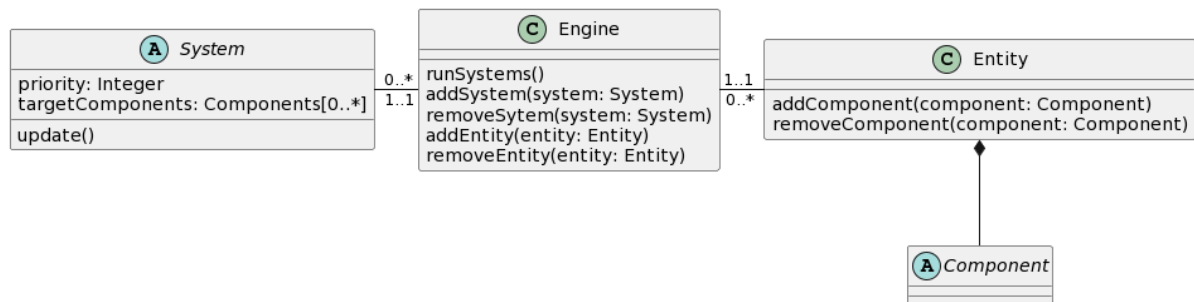
Original Architecture

Structural

Main System Class Diagram:

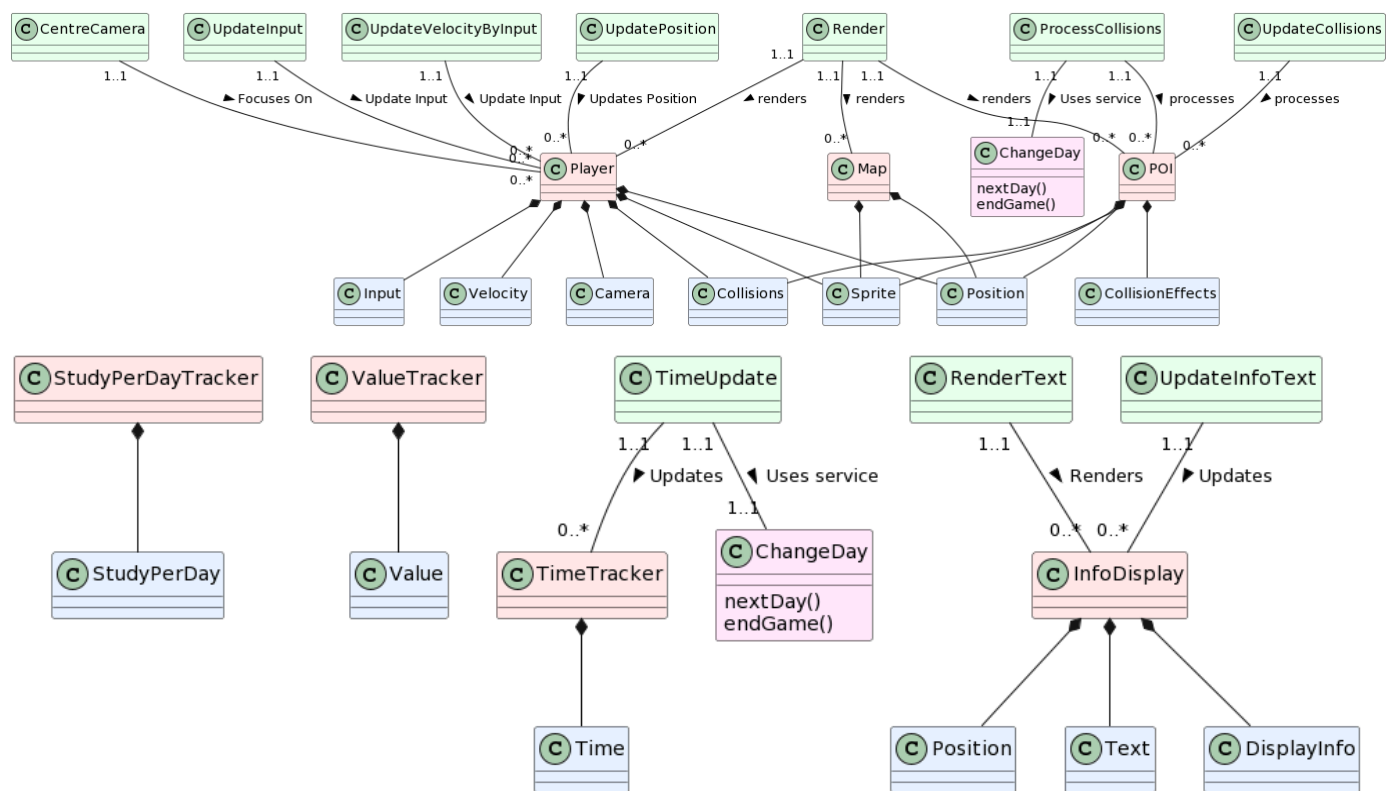


Game Class Diagram:

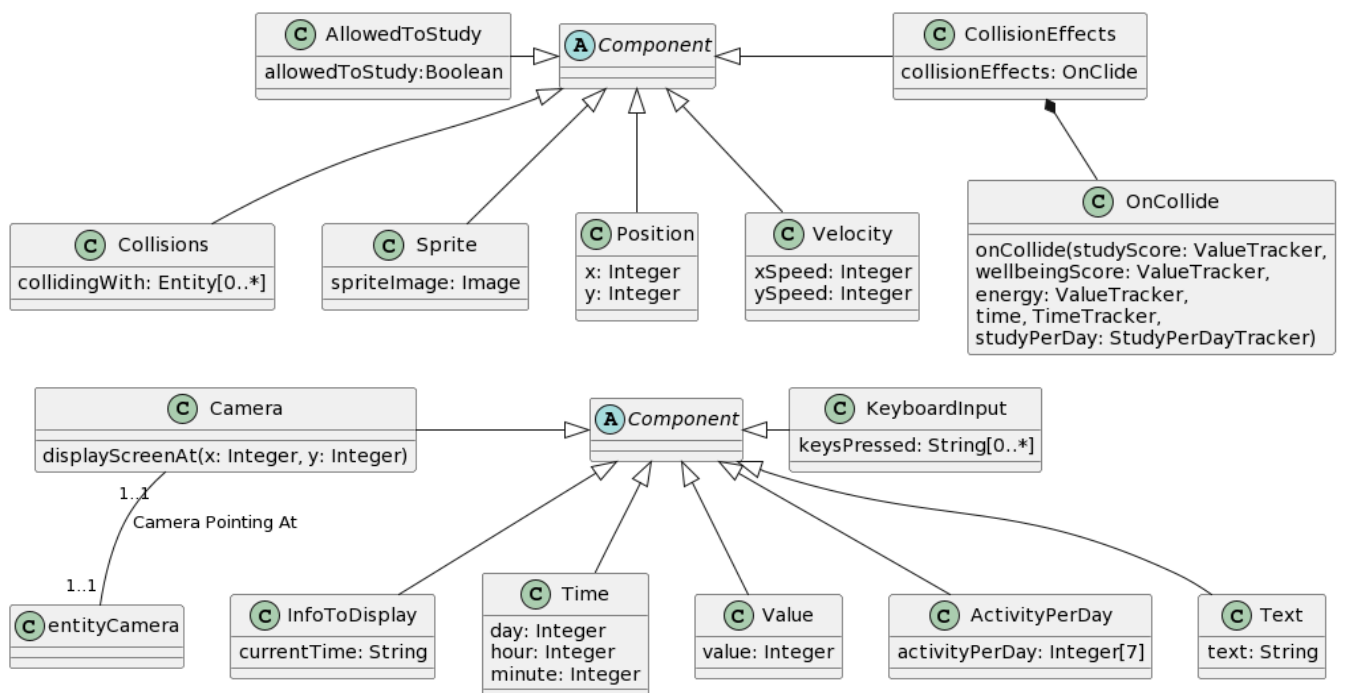


Class Diagram showing the structure of the Entity Component System:

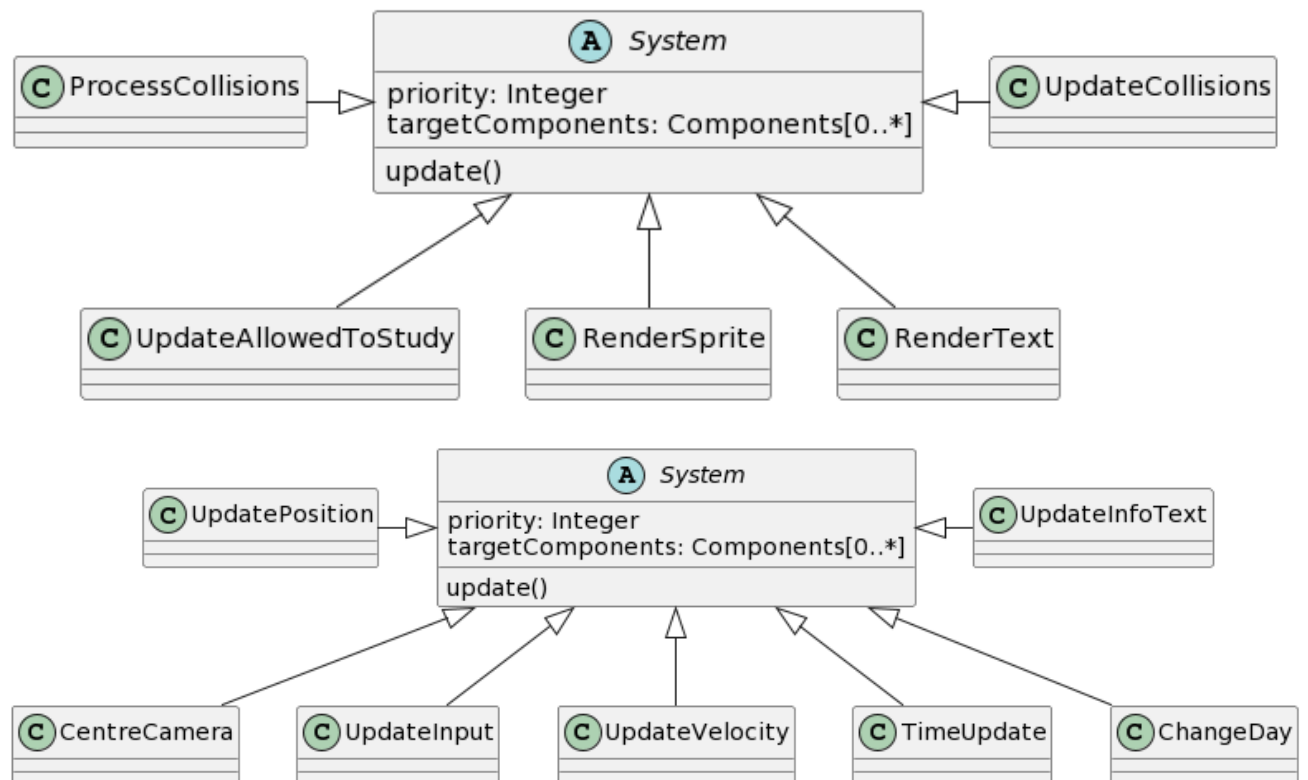
Note: In the following diagrams the standard UML notation has been extended for further clarity. Green classes represent Systems, red represent Entity classes, blue represents Components, and Purple represents service provider classes.



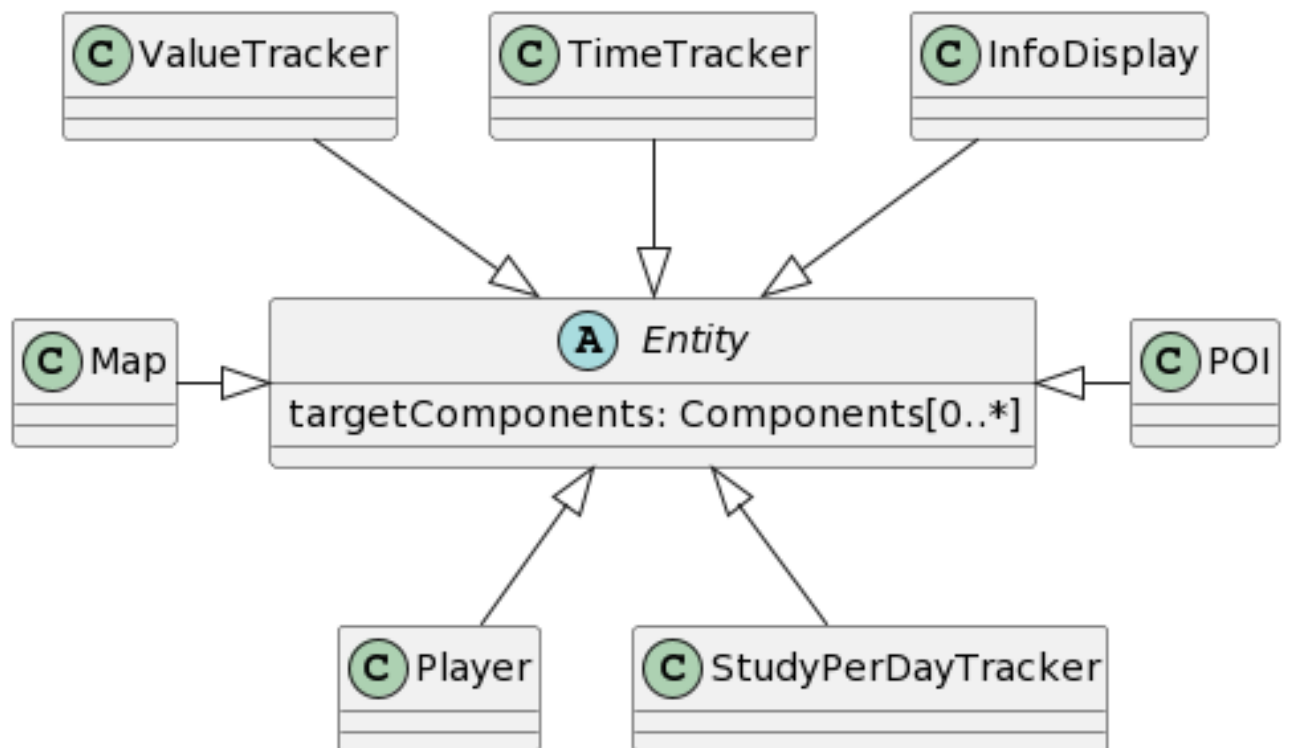
Class Diagram showing Component Class Structure



Class Diagram showing System Class Structure

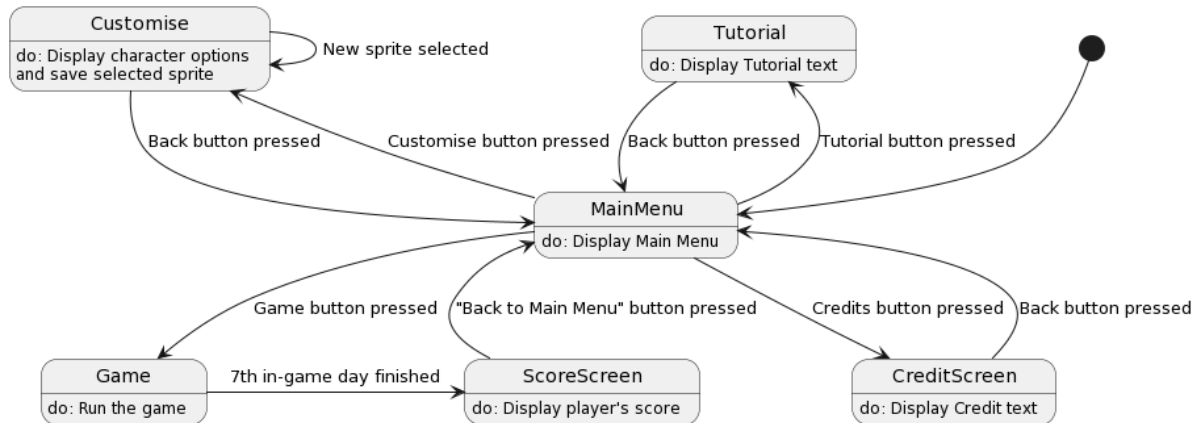


Class Diagram showing Entity Class Structure



Behavioural

System State Diagram



Game State Diagram

