Legend

Data Couple

Control Couple

Diagram Labels

State Manager

Mouse Input

Engine State Update

Actor Event

Mouse Input

Update Player Coordinates

Player Position

Actor ID

Boolean

Respond to Event

Texture ID

Audio File ID

Cursor Position

Get Mouse State

Mouse Input

Cursor Position

Button Actuation

Load Level

Level Data

Level File

Parse Save File

Save File

Get Save Slot

Load Game

New Game

Compare Player & Actor Positions

Process Hover Event

Boolean

Process Click Event

Boolean

Update Actor

Actor Event

Display Actors

Play Audio

Render Player