Notes about baba is
you to take into
account:

1. Player can change
   state.
   a. What it looks like
   b. What it controls.
2. The game needs an
   interpreter for
   common sentence
   structure.
3. Perhaps we should
   use an entity
   component system
4. You, stop, shut,
   open, win, push
5. wall, key, flag, door,
   rock, baba

NON ECS

<<interface>> **Stopable**
isStopped getIsStopped(): bool

<<interface>> **Shutable**
isStopped getIsStopped(): bool

<<interface>> **Openable**
isStopped getIsStopped(): bool

<<interface>> **Winable**
isStopped getIsStopped(): bool

<<interface>> **Pushable**
isStopped getIsStopped(): bool

<<interface>> **Youable**
isYou getIsYou(): bool

Implements

PlayerObject
List<Youable> playerObjects;

Uses type

Wall

Key

Flag

<<interface>> **GameObject**
int posX; int posY; Texture texture;

Implements

Door

Rock

Baba

Implements

Word
- word: string
+ getWord(): string