

Namespace ProposedArchitecture

Classes

[Common](#)

Manager hub

[GlobalProperties](#)

Stores global game values and constants

[Inventory](#)

[Player](#)

[SaveManager](#)

Responsible for handling the SnapshotWrapper, ISnapshot and ISnapshotModel instances. Hands out SMRIs.

[Weapon](#)

[WorldLoader](#)

Handles the world creation and order of SMRIs simultaneously.

Structs

[SInventory](#)

[SPlayer](#)

[SWeapon](#)

Interfaces

[ISnapshot](#)

Marks a class as ISnapshot-able

[ISnapshotModel](#)