

## **main.py - The Boss File**

- **What it does:** Starts the game, runs the main loop
- **Contains:** Window setup, game loop, camera position
- **Should contain:**
  - OpenGL window creation
  - Game loop (update → render → repeat)
  - Keyboard/mouse input handling
  - Camera movement controls
- **Think of it as:** The manager that tells everyone else what to do

## **physics\_object.py - The Building Blocks**

- **What it does:** Basic classes that other objects use
- **Contains:** Vector3 (for positions), PhysicsObject (base for all objects)
- **Should contain:**
  - Vector3 math (add, subtract positions)
  - PhysicsObject class (position, size, collision)
  - Basic movement and collision detection
- **Think of it as:** The foundation that everything else builds on

## **entities.py - The Game Objects**

- **What it does:** All the "things" you see in the game
- **Contains:** Player, Floor, Crops, Buildings, Tools
- **Should contain:**
  - Player class (walking, interacting)
  - Crop classes (wheat, corn with growth stages)
  - Building classes (farmhouse, barn)
  - Tool classes (watering can, seeds)
- **Think of it as:** All the actors on the game stage

## **systems.py - The Game Rules**

- **What it does:** How the game works behind the scenes
- **Will contain:** Time system, farming rules, money system
- **Should contain:**
  - Time system (day/night cycle)
  - Farming system (crop growth, watering)
  - Economy system (money, buying/selling)
  - Weather system (rain affecting crops)
- **Think of it as:** The rulebook that makes things happen

## ui.py - The Interface

- **What it does:** Everything the player sees on screen
- **Will contain:** Health bar, inventory, menus, buttons
- **Should contain:**
  - HUD display (health, energy, money)
  - Inventory system (show items)
  - Menus (start, pause, settings)
  - Interaction prompts ("Press E to plant")
- **Think of it as:** The control panel for the player

## Simple Team Assignment

Team Member Works On		What They Build
<b>Person A</b>	entities.py	Player movement, crops, buildings
<b>Person B</b>	systems.py	Day/night cycle, crop growing, money
<b>Person C</b>	ui.py	Health bar, inventory, menus
<b>Person D</b>	main.py	Camera controls, input handling