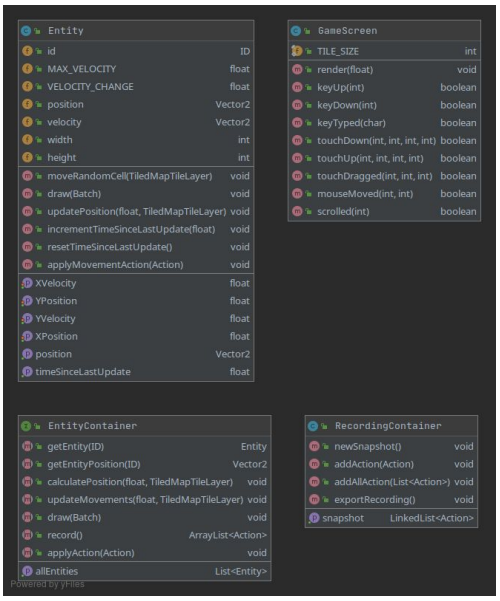
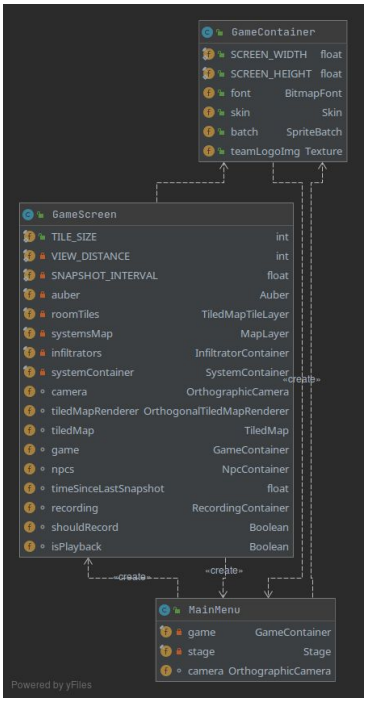
There are 4 main types of class. Entities, Containers, Recording and Screens.



From the bottom up, the game starts with the GameContainer class, which starting the game and the loading screen.
Then it sets the “screen” to the MainMenu class.



The MainMenu has 4 options, Play Game, Record Game, Playback Game and quit.
Depending on what the user selects, it will instantiate a new GameScreen with the required parameters (A recordingContainer).

The GameScreen is the overarching class that links to 4 container classes, and the Auber class, for all aspects of the game.

It handles all aspects of updating and rendering entities, as well as recording snapshots of what has taken place, via function calls to the respective classes.