Overworld Manager Room - active room - background - (ooms [] - Room SFX - get world Data() - populateRooms() -set Active Room() Overworld Objects -sprite -animate() interactable objects - highlight sprite - highlight SFX - からんしらんナイン -interact() Overworld character - happysprite -sad sprite - opinion - is Interactable -characterID -getCharStatus() -animate() - highlight() -Interact()