**Actor**

SetText(string text)

* + Used for creating the objects shape
  + Robot (user) and Banner use this
  + Robot is created using SetText(“#”) to make it a hashtag symbol

**Artifacts**

* + ~~Need to replace SetMessage with SetScore()~~
  + Need to place message with -100 for rocks and +100 for gems
  + Created in Main() in Program
  + No longer a random message but if text=”\*” or text=”o” then a specific score
  + Artifacts are the random objects (rocks/gems)
  + Need to give them specific ascii value (gems are \* or 42 and rocks are o or 111)

**Program**

General

* Things are created in Program but actually run and update within Director
* ~~Delete the messages file call between creating the robot and artifacts~~
* ~~Delete the messages file~~
* ~~Change the caption to Greed~~

Robot

* ~~Need to set Robots starting position to the bottom of the screen and not allow them to go down further than the bottom of the screen but they can go left and right~~
* ~~Starting location has to be MAX\_Y – 15 because of the size of # and each cell size is determined to be 15~~

Artifacts(Gems/Rocks)

* ~~DEFAULT\_ARTIFACTS = 40 -> DEFAULT\_ROCKS = 20 and DEFAULT\_GEMS = 20~~
* ~~Then do the for() loop twice, once for creating rocks and once for gems~~
* ~~SetMessage() -> SetScore()~~
* ~~Instead of having them display a message, give them a score and do math with that score to the Program score~~
* ~~Give them random locations still with int x and int y and position but give them a velocity~~

Int x = Artifact.GetPosition().GetX();

If they hit the bottom of the screen then I want them to generate to a new random spot