

Entity-Component-System Design

CPSC 427 Winter 21/22 - Team Robinson (Team 13)

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Components

Component	Description
Player	Is a character the player can control
Deadly	Is an enemy
Health	Has health (can take damage)
Damage	Does damage
Tile	Is a tile used for the map
Lootable	Is lootable (i.e. a chest can be looted)
Tier	Has a tier (i.e. bronze, silver, gold)
Motion	Can move (i.e. has position, velocity, scale, etc.)
Mesh	Has data for storing vertex and index buffers
RenderRequest	Should display on screen

Entities

Entity	Components			
Character	Player	Motion	Mesh	Render Request
Ghost	Deadly	Motion	Mesh	Render Request

