# Mini Factory Automation Simulation — Architecture Overview

## Purpose

This document describes the intended architecture, component responsibilities, and recommended refactors to make the codebase consistent, testable, and easy to collaborate on.

## High-level Layers

- UI / Simulation Engine
  - SimulationEngine, ConsoleUI: drive the simulation and user interactions.
- Controllers (Orchestrators)
  - WorkflowController: lightweight orchestration and high-level coordination