



A diagram showing a light blue rectangular container with a black border. Inside the container, there are three elements arranged horizontally. On the left is a white square with a red border containing the text 'map'. In the middle is a white square with a black border containing the text 'character'. On the right is the text 'gameLogic' in black. The 'map' and 'character' squares are of equal size, while 'gameLogic' is a larger text label.

map

character

gameLogic