Game Architecture

Alien Blaster

# Game State

// No singletons!

// Levels are scriptable objects that the game manager reads and executes.

# Entities

// Component based architecture

## Attributes

## Data

## Behaviors

## C# Interfaces

# Object Pooling

// Discuss how spawners know which object pool to look for.

# Combat

## Damage

## Attacks

## Weapons

# Movement

## Scripted

## AI

# Player

// Discuss player state here

## Upgrades

# Naming Conventions