# New format of the Interactable GameObject classes

From now on, Interactables will be transformed into extensions of TransportTile. This is because GameObject has been converted to GameTile, and TransportTiles are, so to speak, Tiles containing a “transportable”.

Also, since a TransportTile can contain multiple objects and in order to split control from model, an Interactor wil be used to perform interactions on the objects. A part of the resulting class structure is depicted below.

As can be seen in the above hierarchy, the resulting structure eliminates the need of an Interactable interface, as well as splits the functionality neatly between model classes (GameTile and its subclasses) and control classes (the Interactor classes).

The interactor classes themselves can be organized in more complex hierarchies, depending on the object type. A data structure mapping Classes to Interactors can be used to find the correct Interactor for each object. As such, the resulting interaction system can be easily extended, simply by hooking in an additional TransportTile subclass into the (yet to be defined) ObjectFactory and its corresponding Interactor into the Map containing the various Interactors.

Upon interacting with a object, the map looks for the appropriate Interactor and returns it. Then, the interactor’s interact(T) method is called and the interaction is performed. This also makes it easy to test (the map can be reduced in size to isolate test cases), and allows it to be extended easily (by allowing additional Interactors to be added to the map.