By: Ana Carolina Arellano Alvarez
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Title: Assignment 3 - UML Class Diagram

EnemyMob

void simulate()

void pathFind()

void setGoal()

Game

PlayerCharacter currentPlayer

World myWorld

Camera myCamera

Enemy myEnemy

EnemyMob enemyMob

SmackablesBreakables mySmackable

SmackablesBreakables myBreakable

void run ()

void update ()

PlayerCharacter

void setHeading()

void accelerate()

void doAction()

Enemies

void pathFind()

void setHeading()

void doAction()

void accelerate()

World

void simulate ()

void timeOfDay()

void computeLighting()

Camera

void aimAt()

void updateParams(FOV)

void collide()

void moveAlongPath()

Smackables

void collide()

void hit()

void simulate()

void break()

Breakables

void collide()

void hit()

void simulate()

void break()