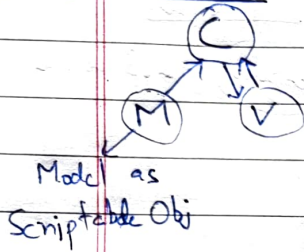


Code Architecture

Game Service \Rightarrow Service Locator: Design Pattern

- \rightarrow Chest Service \rightarrow Manages chests
- \rightarrow PopUp Service \rightarrow Manages Popups such as \rightarrow error messages, popup panels, etc.
- \rightarrow Resources Service \rightarrow Manages Resources such as Currency
- \rightarrow UI service \rightarrow Manages UI.
- \rightarrow Event Service \rightarrow Observer Pattern.
- \rightarrow Command Invoker \rightarrow Command Pattern: Design Pattern

~~Chest~~ Chest (MVC pattern)



Chest State Machine

- Chest States
- \rightarrow Locked
 - \rightarrow Unlocking
 - \rightarrow Unlocked
 - \rightarrow Collected

Chest Enums

ChestType	Slot State
Common,	Free,
Rare,	Occupied.
Epic,	
Legendary	

PopUp Service

- \rightarrow errorTent Popups \rightarrow for "Not enough gems", "Slots full", etc error msgs.
- \rightarrow Chest Popup \rightarrow to start timer or unlock with gems.
- \rightarrow Undo Popup \rightarrow to undo "UnlockWithGemsCommand".
- \rightarrow Add Chest Button \rightarrow to add chests to empty slots.

Chest State Machine

