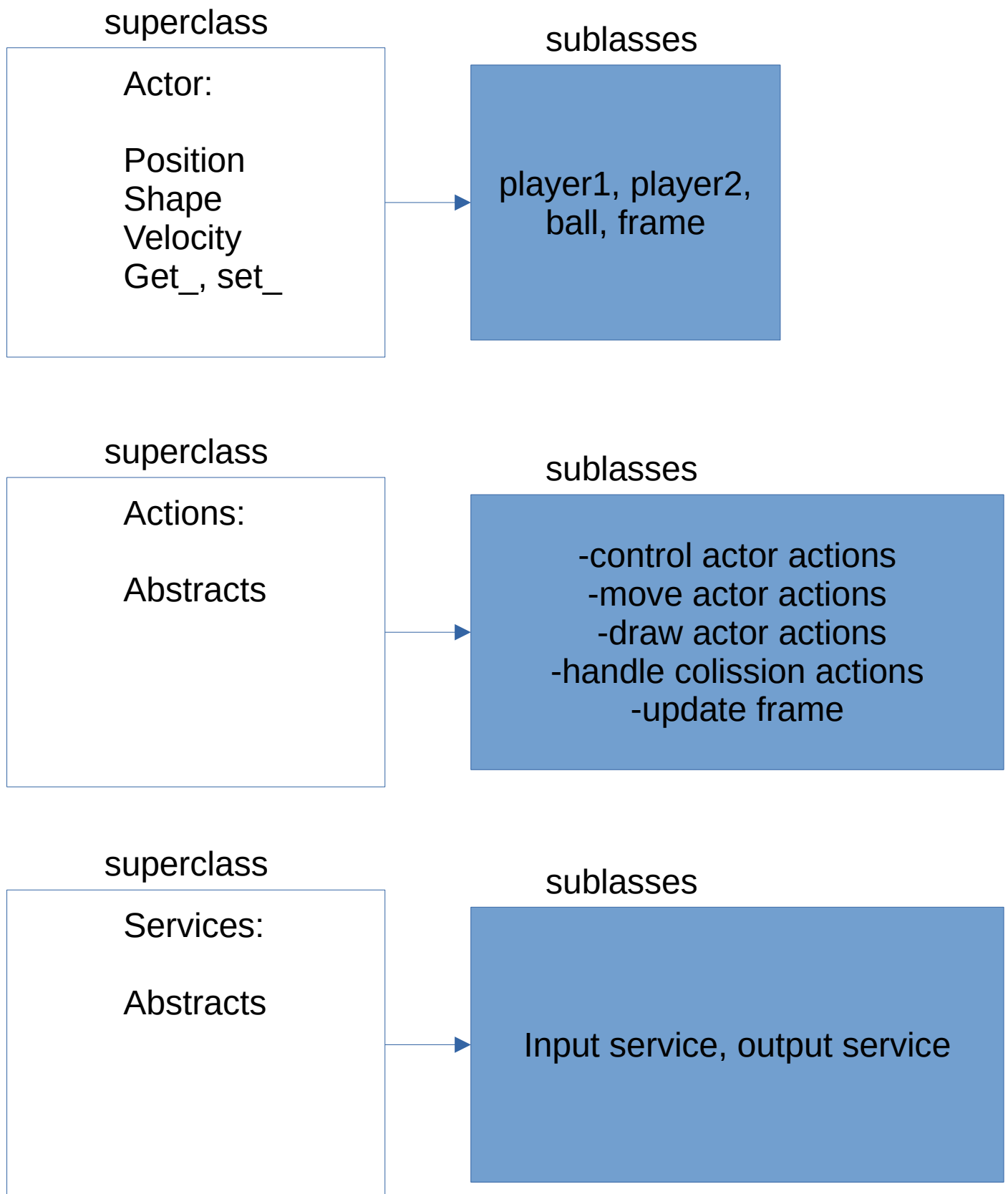# Team 3 Game template:

Actors: player1, player2, ball, frame.

Actions: control actor actions, move actor actions, draw actor actions, handle colission actions, update frame

superclass

sublasses

Actor:

Position
Shape
Velocity
Get_, set_

player1, player2, ball, frame

superclass

sublasses

Actions:

Abstracts

-control actor actions
-move actor actions
-draw actor actions
-handle colission actions
-update frame

superclass

sublasses

Services:

Abstracts

Input service, output service

Main Organization:

- Cast: Instanciate actors and creating a dictionary for passing them to scripts.
    - Instanciate actors
    - Create dict.
        - keys: actors.
        - values: actors attributes.

- Script: instanciate actions and creating a dictionary for passing them to scripts.
    - instanciate actions.
    - create dict.
        - keys: input, update, output.
            - input: control actor actions
            - update:move actors handle colissions, up.frame
            - output:draw actor action.
        - values: attributes for each script key.

- Start Game: instanciate "Start Game" using Cast and Script as arguments.

Main Director:

- Attributes:
    • self._cast: provided by main.
    • self._script: provided by main.
-Methods:
    • Start Game:
        • Create a loop calling cue action methods passing
                    cast and scripts as arguments.
    • Cue action:
        • Executing scripts keys(actions) with cast keys as
            arguments.