

Cosmetic Layer

Number of scripts: 13

Scripts that enhance the user experience and display information to the player about their current state of play

Request to affect game interaction

Send data or requests to control cosmetic effects

Interactive Layer

Number of scripts: 8

Scripts that are designed to control aspects of the game that the player interacts with directly

Request to process or store data

Processed data for controlling game interaction

Background Layer

Number of scripts: 6

Scripts that control the game from the background through gathering raw data, processing it, and storing it or sending it to layers above

