

Player	
Responsibilities	Collaborators
	Unit Heroes Towns

Scenario	
Responsibilities	Collaborators
has players contains world	world system loader player

Party	
Responsibilities	Collaborators
Contains 1 Hero and a maximum of n Units	Hero Unit

WorldRenderer	
Responsibilities	Collaborators
Draws the world to the screen	

BattleRenderer	
Responsibilities	Collaborators
Draws the battle onscreen	

Animation	
Responsibilities	Collaborators
Contains a link to a sprite or spritesheet, the amount of frame (1..*) in the animation, and an array of regions within the spritesheet for each frame. Loops through frames to create animation Displays static image if just single frame	Almost Everything

Sound	
Responsibilities	Collaborators
Plays audio files at designated times	Most things

Constants	
Responsibilities	Collaborators
Store global static variables	All things

Player	
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Tile	
Responsibilities	Collaborators
Knows if it can be walked on (is it passable?) Knows if a party is on it	Party Animation

Unit	
Responsibilities	Collaborators
Has Stats	

Building	
Responsibilities	Collaborators
produces unit	Unit

Heroes	
Responsibilities	Collaborators
has stats	Inventory

Town	
Responsibilities	Collaborators
Holds Buildings Holds Parties	Building Party

Inventory	
Responsibilities	Collaborators
Store Items	Item Hero

Item	
Responsibilities	Collaborators
Use on party members Equip on hero	Unit hero

Battle AI	
Responsibilities	Collaborators
Make decisions for enemy characters?	Party Battle System

Event	
Responsibilities	Collaborators
Check if i've been activated	Hero Unit

Battle	
Responsibilities	Collaborators
Keep track of whose turn it is Update the state of units	Party Player

TownController	
Responsibilities	Collaborators
Updates town info w/ info passed down to it	Town

Battle UI w/ Controller	
Responsibilities	Collaborators
Responds to button clicks, sends to controller. Controller updates Battle SYstem	Battle System

Town UI w/ Controller	
Responsibilities	Collaborators
Sends input information to controller Displays stuff for user	Town

World System	
Responsibilities	Collaborators
Contains all tiles All game state logic, turn system Check Events	Tile Event World Renderer

World UI w/ Controller	
Responsibilities	Collaborators
Responds to user input Displays needed information for user, such as minimap, or party details (?)	World System

Load	
Responsibilities	Collaborators
Can load a scenario	Scenario

Save	
Responsibilities	Collaborators

Town Renderer	
Responsibilities	Collaborators
Draws the town	Town