*Are your player, items and enemies the same class, different classes in the same family, or completely different classes?*

*What logic will you put into your Form class? What logic will you put into your Game Manager class?*

*What class(es) do you need to implement the dungeon? Briefly explain the job of each class, list the data members it must hold, and the methods it must expose. How do the Dungeon and TileMap communicate?*

*What data structure(s) do you need to hold collections of enemies and items?*

*Does the dungeon need pointers to its sprites? Why or why not?*

*Does the sprite class need a pointer to its dungeon? Why or why not?*

*What enum types (if any) do you need?*

*Does the player sprite need access to the collection(s) of enemy sprites?*

*What class is responsible for creating the collections of enemies and items?*

*If you are using an FSM, what class calls the FSM methods of the sprites?*

*At each game cycle, you need to perform collision detection between the player character and each enemy and item in the dungeon. What class or classes hold a method to compare the areas of two entities to check for collision? What is the function header of this method? What other classes are involved in the collision detection logic?*

*If you are implementing Line of Sight what algorithm will you use? What methods are needed, and which class holds each method?*