Save Controller

Separate World From Simulation (teal bar)

Terrain Generation Controller
- Responsible for generating terrain cells (or loading it from save)
- Responsible for generating farming node controllers (or loading it from save)
- Terrain Service
- Save Controller
- Asset Reference Collection
- Terrain Generation Settings
- Generate Terrain
- Terrain Generation Data

Farming Node Controller
- On update, send message to inventory controller

Terrain Mesh Factory
- Generates grid mesh data for terrain
- Terrain Generation Data
- Terrain Generation Settings

Farming Node Component Factory
- Give it a farming node controller, and it will spit out a prefab (linked to controller)
- Asset Reference Collection
- Create
- Farming Node Component

Terrain Generation Component
- Orchestrates the generation of terrain using only data and factories
- Terrain Generation Data
- Terrain Mesh Factory
- Farming Node Component Factory

Farming Node Component
- Knows when it's been clicked so it can fire event
- NodeClicked

Terrain Generation Data | Terrain Generation Settings | Asset Reference Collection

Node is clicked and passes position to game controller

Separate UI From Simulation (red bar)

Inventory Relay

UI Requests slot states by passing all slot settings

Inventory Controller returns resulting resulting slate, while saving new slot

UI relays that inventory element has been dragged

Inventory decides resulting slate and returns it

Inventory Relay | Asset Reference Collection | Game Relay

Invoke event for slot state changes that happen in sim

Game controller passes entire farming controller when clicked

Game Controller
- Has a list of farming nodes
- Handle Node Clicked

Inventory Controller
- Responsible for updates to inventory state (harvesting)
- Knows about actual state of inventory slots
- Decides result of drag and drop event
- On Inventory State Changed

Inventory UI Controller
- Has list of all inventory slots
- Uses inventory element factory to populate slots
- Relays drag event to simulation side
- Inventory Relay
- UI Document
- Inventory Element Factory
- Update Slots From State

Inventory Element Factory
- Creates Drag and drop elements and the context within
- Only thing that needs to know about item data like icons
- Asset Reference Collection

Game UI Controller
- Responsible for top popup menu when clicking things
- Harvest Option Element Factory
- Game Relay
- UI Document
- On Node Clicked

Drag And Drop Slot
- Only has slot ID and slot settings

Drag And Drop Element
- Knows when it has been dragged between two slots

Inventory Icon Element
- Contains only visuals and methods to set visuals

Harvest Option Element Factory
- Give it a farming node controller, and it will give you a Visual element that's wired up to it
- Asset Reference Collection
- Create Option Element