## Game Interface – NEEDS MOST WORK

* SpaceFrame \*\*has main method\*\* - the interface for the game
* Screen – displays player info
* GameControl - the game’s control center. Will manage time and make stuff move etc.
* Player – contains player’s data – resources and…. ??

## Galaxy Editor Interface

* GDFrame \*\* has main method\*\* – main interface of the galaxy editor. Uses GalacticMapPainter for graphics. Launches window with SystemViewer to edit systems.
* SystemViewer – interface for system editing. Uses SystemPainter for graphics

## Graphics

* GalacticMapPainter – takes data straight out of Galaxy and displays it.
* SystemPainter – relies heavily on Orbit for description of what to draw.

## Data Structure

* Galaxy – holds systems (HashSet<GSystem> systems)
* GSystem implements Positioning – holds stars (HashSet<Star> stars) and objects that orbit stars (many different choices)directly (HashSet<Satellite> orbiting\_objects)
* Star extends StellarObject – produces stars
* Satellite extends StellarObject implements Positioning – has an orbit (Orbit orbit)
  + Planet extends Satellite
  + Station extends Satellite
  + Moon extends Satellite
  + Asteroid extends Satellite

## System Coordinates

* The Orbit class determines coordinates as things move. All objects that orbit move in ellipses with the object they orbit around at a set focus. The orbit class keeps track of the object’s coordinates relative to the orbited object and refers to the orbited object when determining actual position
* Any object that implements Positioning can be orbited. Satellites orbit.
  + With this in mind, stars are not orbited, but rather planets orbit the center of the system. The GSystem serves as the object orbited in place of the stars.