

System Design

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2. CRC Cards

3. Architecture Diagram

Board	Player	Slots	HitBoxGenerator	Score Controller
Turn playerCount Winner	Slots Player Piece	player_id score	CapturePlate	id Piece havePiece adjacent
			CloseHitbox	Board Slots HitBox
				Capture plate Gameboard Controller

Piece	CapturePlate	CapturePlate	HitBox
id slot owner value	Piece	owner score pieceCount	Text
		owner score pieceCount	Piece
			HitBoxGenerator

Main Menu	Settings	Gameboard Controller	RaycastTile
Setting	Main Menu	Main Menu Piece Player Board Capture Plate	Receiver

keep audio	volume control	Receiver	Camera interact
Audio playing	Audio Mixer	Gameboard Controller Board RaycastTile	Gameboard Controller

