

## CRC Cards

Class Name	
Responsibilities	Collaborators

Character	
<b>Responsibilities:</b> <ul style="list-style-type: none"><li>- Moves around map</li><li>- Interacts with buildings / NPCs</li></ul>	<b>Collaborators:</b> Map InteractableLocations

Map	
<b>Responsibilities:</b> <ul style="list-style-type: none"><li>- Contains InteractableLocations at different locations</li><li>- Contains the Character</li><li>- Provides methods to check energy of character</li></ul>	<b>Collaborators:</b> Character InteractableLocations

InteractableLocation	
<b>Responsibilities:</b> <ul style="list-style-type: none"><li>- Character can interact with this to complete a task</li><li>- Resource cost for task displayed before interaction confirmed by player</li><li>- Performs a check of energy cost and time consumption vs the Character's energy and time remaining, only allowing interaction to proceed if sufficient resources remain for both.</li><li>- Contains the values for resource modification (e.g., cost 10 energy, 2 hours time, score + 5)</li></ul>	<b>Collaborators:</b> Map Character

## CharacterSelectScreen

**Responsibilities:**

- Provides clear visual indication of character selection
- Allows user to select an avatar which will be used as the characters sprite throughout the game
- Moves into GameScreen once a character is selected (by clicking on them).

**Collaborators:**

Character  
GameScreen

## GameScreen

**Responsibilities:**

- Contains and runs the game
- Takes inputs from the user
- Changes map when player moves to a certain location / interacts with a building
- Displays available resources to the player
- Opens help screen when a specific button is pressed
- Keeps track of the time and days and displays to player
- Tracks and displays how many interactions have occurred with each InteractableLocation
- Goes black and displays "Day: X" at the beginning of each new day.

**Collaborators:**

Map  
Character  
HelpScreen  
ScoreScreen

## ScoreScreen

**Responsibilities:**

- Displays final score
- Allows user to restart the game from CharacterSelectScreen

**Collaborators:**

GameScreen  
CharacterSelectScreen

## HelpScreen

**Responsibilities:**

- Clearly displays a simple explanation of how to play the game.
- Closes and returns to the GameScreen on input.

**Collaborators:**

GameScreen