CRC Cards

Class Name	
Responsibilities	Collaborators

Character	
Responsibilities: - Moves around map - Interacts with buildings / NPCs - Stores its energy and the score as well as the time.	**Collaborators:** Map InteractableLocations

Map	
Responsibilities: - Contains InteractableLocations at different locations - Contains the Character - Displays the time and energy to the user.	**Collaborators:** Character InteractableLocations

InteractableLocation	
Responsibilities: - Character can interact with this to complete a Activity - Resource cost for Activity displayed before interaction confirmed by player - 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. - Contains an array of Activity which are displayed and can be selected on interaction	**Collaborators:** Map Character Activity

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 the map 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

Activity	
Responsibilities: - Stores the description of the activity as well as the energy cost, time cost and influence on score. - Performs a doActivity() method which checks the activities costs against the Character's energy and the time / remaining hours.	**Collaborators:** InteractableLocation