3.2

The most important classes are the Entity class, the Map class and the Sprite class.

The Entity class is used for everything that interacts and/or has an animation in the currently loaded map. It only holds the most basic information of the Entity. From the Entity class are several other classes derived that uses the properties of the Entity class. The Entity Class is part of the Game Engine package.

The Level class is used to handle everything that happens in the loaded map, this can range from handling the update tick of the entities to the loading of the map blocks. The Level class is part of the Game Engine package.

The Sprite class is used for all the sprites. It stores, loads and draws all the sprites necessary onto the canvas. The Sprite class is part of the Resource package and the Game Engine package as it bridges the Resources needed for the game into the Game Engine Package