**Design Choices**

**1. Identify the objects of our program**

The central nouns in the game requirements were **Director**, **VideoService**, **KeyboardService**, **Cast**, **Actor**, **Score(Actor)**, **CycleOne(Actor),** **CycleTwo(Actor)**, **Action**, **ControlActorsAction(Action)**, **DrawActorsAction(Action)**, **HandleCollisionsAction(Action)**, **MoveActorsAction(Action)**, **Script**, **Color**, and **Point**.

**2. Define responsibility, behaviours and states for each object and Translate object designs to class designs**

The Cycle game will be based on the Snake game but without the Food(Actor) class and we will replace the Snake(Actor) with the CycleOne(Actor) and CycleTwo(Actor) with the additional functionality for two players to play the game simultaneously using a different set of keys in the keyboard.

**3. Identify the relationships between your objects**

Structural Relationships