

CRC Cards.

Current Classes:

Main

Player

Interface: Interactables, Pickables

Segments

Main	
Keep track of where the player is	Player
Position of each segment, which will lead to where the player is standing	Segments
Chest, Doors etc	Interactables
Allow the player to pick up the pickables	Player

Player	
Items that the player can pick up, and store it into their inventory	Pickables

Segments	
Keep track of the position of the player	Player

Interface:

Interactables	

Pickables	