

Component Architecture:

Components:

ICollidable:

Will enable the gameobject to accept collisions and have physics.

ITransformable:

Handles Transforms: Position, Rotation, Scale. Because not all game object will require transforms not all Objects need a transform.

IDrawable:

Will handle the rendering of the Gameobject in the scene.

IAudible:

Will give the gameObject the ability to play sounds in the game scene.

IMeshable:

Holds all the mesh information, material data and normals of the model the gameObject will use.