

Youtube: <https://youtu.be/904gsuJlvfo>

Game1:

- Initialize Game
- Call Update/Draw on GameController for each frame

GameController

- Check for Input to close the Game etc.
- Call Update of objects (like player) for the current state
- Draw Menu or Game (check current state)
- Init for a new Round & new Game

MainMenu

- Menu for the game
- Set game settings like player count and rounds to play

PlayerObject

- NPC & Player inherit from PlayerObject
- Has a state for animation/movement
- Has a sheep-object, which represent the visual character
- Collision detection

NPC

- Creates random movement for the next interval

Sheep

- Handles the Animation & delegates drawing of the sheep to the Animation

InputManager

- Handles the gamepad state for each player.

ScoreBoard

- Draws a Scoreboard on the screen
- Is holding the Score for each player