

# Game Object File

Root

- Entity
  - Name: player triangle
  - Image: jpeg path
- Entity
  - Name: block
  - Image: jpeg path
- Entity
  - Name: enemy triangle
  - Image: jpeg path

# Level File

## Root

- Classifications
  - "player triangle": Player
  - "enemy triangle": NonPlayable
  - "block": GameObject
- objects
  - player triangle
    - Location: (5, 10)
    - Velocity: 0
  - enemy triangle
    - Location (10, 10)
    - Velocity: -1
  - enemy triangle
    - Location: (15, 10)
    - Velocity: -1
  - block
    - Location: (

# Collision File (for TrianglePlayer) - ResourceBundle

TriangleEnemy = loseHealth, bounceMovement

RectangleObstacle = stopMovement

# Non-Playable File (for TrianglePlayer) - XML

Root

- ConditionalType
  - MethodName
  - Parameter1...

# GameMenu

## Game Menu

- Background: data/resources/triangle\_player/TrianglePattern.png
- Title
  - Image: data/resources/triangle\_player/TrianglePlayerTitle.png
- Levels
  - Level Names: tutorial
  - Level Parameters
    - Param1
      - Parameter Name
      - Parameter Type
      - Parameter Values
    - Param2
    - Param3...
- Settings
  - Setting1
    - Setting Name
    - Setting Type
    - Setting Values
  - Setting2
  - Setting3...

# Profile

Root

- ProfilePicture
  - File
- Name
- Age
- Highscores
  - Game
    - Score
  - Game
    - Score
- KeybindMapping
  - Mapping
    - SrcKey
    - DstKey
  - Mapping
    - SrcKey
    - DstKey

# Sprites

## Sprites

- Sprite1
  - Sprite Type:
  - Sprite Image:
- Sprite2
- Sprite3...