# Garden Software Architecture

## Hierarchy

GAME  
---SCENE  
---CHARACTER  
---CAMERA  
---AUDIO

## Structure

Game (Top Level)

Top level class which will persist throughout the scenes. Managers other controllers.

*MODEL-VIEW*

* Scene Controller
* Camera Controller
* Audio Controller
* (TENATIVE) Event Manager System (if required)

*INTERFACE*

* Get scene controller
* Get camera controller
* Get audio controller
* Get character controller

*CONTROLLER*

Scene

Stores current scene, and can switch between scenes.

*MODEL-VIEW*

* Scene Game Object

*INTERFACE*

* Get Scene Object
* EVENT change scene
  + Scene index

*CONTROLLER*

* Change scene