



Game Mode	Controller
<ul style="list-style-type: none"> - Calls update on GameplayController - Handles transitions from Loading Mode - Handles resetting/game over - calls update on PlayerController - calls draw on GameCanvas - draws scene (calls draw on game objects) 	<ul style="list-style-type: none"> - PlayerController - Gameplay Controller - GameObject[] - GameCanvas - RhythmController

Input Controller (abstract)	Controller
<p><u>Responsibilities</u></p> <ul style="list-style-type: none"> controls (public static list) get Action() - returns action as an int 	<p><u>Methods</u></p>

Player Controller (extends Input Controller)	Controller
<p><u>Responsibilities</u></p> <ul style="list-style-type: none"> get Action() (from keyboard) 	<p><u>calls</u></p> <ul style="list-style-type: none"> Input Controller

AI Controller (extends Input Controller)	Controller
<p><u>Responsibilities</u></p> <ul style="list-style-type: none"> get Action() - I think hard coded for now. enemy type chosen. (2 - shoots/bullets, missiles) 	<p><u>calls</u></p> <ul style="list-style-type: none"> Input Controller

GamePlay Controller	Controller
<ul style="list-style-type: none"> - updates game state - calls controls game flow through beat patterns (what should happen at different times?) - tells objects to move 	<ul style="list-style-type: none"> - RhythmController - RhythmController - Input Controller[]

Board	Model
<ul style="list-style-type: none"> - keeps track of all tiles - initializes array tiles - clears array of tiles - calls draw method with each tile - calls draw method with each Tile 	<ul style="list-style-type: none"> - Tile - GameCanvas

GameObject (abstract)	Model
<ul style="list-style-type: none"> - update() - draw() - isActive() - isAlive() - getPosition() 	<ul style="list-style-type: none"> - name

Tile	Model
<ul style="list-style-type: none"> - Keeps track of individual state which includes: <ul style="list-style-type: none"> - is a goal? - is a start tile? - is an obstacle? - contains enemy? - contains player? - calls draw in Game Canvas to add to the screen 	<p>GameCanvas</p>

GameCanvas	View
<ul style="list-style-type: none"> - keeps track of screen dimensions - keeps track of fullscreen state - draws sprites on screen - keeps track of blend state 	