

Slightly simplified document: some things are combined into one for the sake of brevity and clarity

Entities:

Player

Enemy

Grabbable (coin, exp, etc.)

Item (sword, bow)

Projectiles (player, enemy)

Components:

PathingBehavior

PatrollingBehavior

FlyingBehavior

WalkingBehavior

RangedBehavior

MeleeBehavior

Weapon

TransformComponent

MotionComponent

VisionComponent

SpriteComponent

HolderComponent

Mutation / ActiveMutations

HealthBar

GoldBar

Behavior components belong to enemies, and are used to determine their behaviors in regards to things like combat and pathing.

Transform, motion, and sprite belong to basically everything you see on the screen.

Holder is for anyone who can grab objects, used primarily by player

Red and blue lines mean 'mutually exclusive'. Walking and flying behaviors are also mutually exclusive.

