

1. **Player** – Represents the player. Has info about its position. May contain other info e.g., Energy level. Always stays in centre of screen, can change sprite. Stereotypes: **Information holder, structurer**.
2. **Janitor** – When the hidden scene is triggered, a sprite descends and shows a dialogue, with the dialogue mainly meant to mock and make fun of the player for triggering the hidden scene. Main purpose as a gag character. Sprite will disappear once the dialogue is finished. Stereotypes: **Coordinator**.
3. **Central Hall** – Located at the centre of the map. When in contact with the player object, it flies up and away. Triggers the win event. Stereotypes: **Structurer, service coordinator, coordinator**.
4. **Inhaler Object** – Provides the player with a temporary speed boost (30 seconds) when the player walks onto it. Stereotypes: **Service provider**.
5. **Duck** – Acts as a barrier, when the player hands over a certain number of seeds to get past the uni of York themed door and key mechanism. A pop-up is triggered indicating if the player has the necessary seed or not. Stereotypes: **Coordinator, Service Provider**.
6. **Bird Seeds** – Represents seeds that are given to the duck. Are initially placed on a certain tile and once collected by player is marked as collected by the player sprite being swapped with a player sprite with seed design. The tile with the seed is swapped for a regular tile once the player collects the seed. Stereotypes: **Information holder, structurer, service provider**.
7. **Sprite** – Image tied to an object. Stereotypes: **Coordinator, information holder**.
8. **Collision** – A property held objects on the map so the player can walk through them. Stereotypes: **Controller**.

9. **Pop-up messages** – Displays texts on screen when an event occurs.
Stereotypes: **Service provider**.
10. **Maze/map** – Gives an area for the player to navigate around and event objects like the Duck to have a location. Made up of a bitmap which gives each tile an iD. Organised in a grid with \$(x,y)\$ positions. Stereotypes: **Structurer**.
11. **Position** – Holds value for specific tile to represent the tile or entity currently positioned as (one position for each entity). Can be viewed by save system like collision. Stereotypes: **Information holder**.
12. **Tile** – A point on the tile map with coordinates. Can have collision or trigger an event when the player steps on it. Stereotypes: **Information holder, coordinator**.
13. **Start Screen** – Displays when the game first opens up. Contains start button to start gameplay. Stereotypes: **Structurer**.
14. **Start Button** – A button pressed on the start menu to trigger the start event of the game. Stereotypes: **Interfacer, Service Provider**.
15. **Score** – Stores the player's point total and should always be displayed on screen. Can go up or down depending on event too. Stereotypes: **Coordinator, Information holder**.
16. **Score Calculator** – Calculates new score by taking score and time. For every second left on the timer, add 1 point to the score. Score is shown throughout the game and the final score shown in the leaderboard/game over screen.
Stereotype: **Interfacer**.

17. **Game Over Conditions Met** – Triggers game over screen, if player reaches central hall before time runs out \$(\le 5 \text{ mins})\$, win condition is met. If time runs out \$(>5 \text{ mins})\$ and player doesn't reach central hall, lose condition is met. Stereotype: **Controller**.
18. **Game over screen (win or lose)** – Game over screen triggered when game over conditions are met. Either displays “Game completed” screen with score or “Game over” screen with score when player fails. Stereotypes: **Coordinator**.
19. **Timer** – Counts how long since player started game. Counts down from 5 mins. If value is over 5 mins, game end condition is met. Used by score calculator to calculate score. Stereotype: **Information holder**.
20. **Volume Control** – The player is able to interact with a button containing a standard volume icon and will result in game music being toggled on or off. The player will also be able to interact with a volume slider next to the vol icon to control game music volume level. Stereotypes: **Interfacer, Service provider**.
21. **Pause button** – Located on one of the corners of the screen, with a clear affordance to show it is a pause button. When clicked, will show the pause menu. Stereotypes: **Interfacer, Service provider**.
22. **Settings screen** – Allows player to change the volume controls. Also Allows the player to return to game through a button. Stereotype: **Structurer**.
23. **Game pause screen** – In the event the player pauses the game while the game is active, a screen is shown with various actions such as game resume button, settings button. Screen triggered by pause button. Stereotypes: **Interfacer, Service Provider**.

24. **Music** – Plays when game is playing (stops on game pause screen).

Stereotypes: **Service provider**.

25. **Sound Effects** – When triggered (through a tile or event) will play a sound, whose volume is also controlled by the same volume control as game music.

Stereotypes: **Service provider**.

26. **Inhaler event** – Event where the player's speed is increased for 30 seconds upon collision with the inhaler tile. Stereotypes: **Coordinator**.

27. **Speed Boost System** – When triggered, boosts the movement speed of the players for 30 seconds. Stereotypes: **Service provider**.

28. **Hidden Event** – Triggered upon player contact with mouldy tile. Event inverts movement controls for 30 seconds and triggers janitor event. Stereotypes: **Coordinator**.

29. **Negative event** – When player touches tile in front of duck, a pop up is activated preventing the player from proceeding past unless the seed is collected. The event ends once the player returns with the seed and the duck will move out the way (neighbouring tiles are swapped). Stereotypes: **Coordinator**.

30. **Movement** – Objects can move up and down, left and right. Aka player navigation of maze. Other objects like the duck and bird seed tiles can move or appear like they have moved. Stereotypes: **Coordinator, mover, doer**.

Groups:

21,23,22,20,19,18,13,13,17,16,15

24,25

29, 26, 27, 28

1,2, 3, 7, 4, 5, 6

9, 8, 30, 11, 12, 10