

Layer 2

•Interfaces:

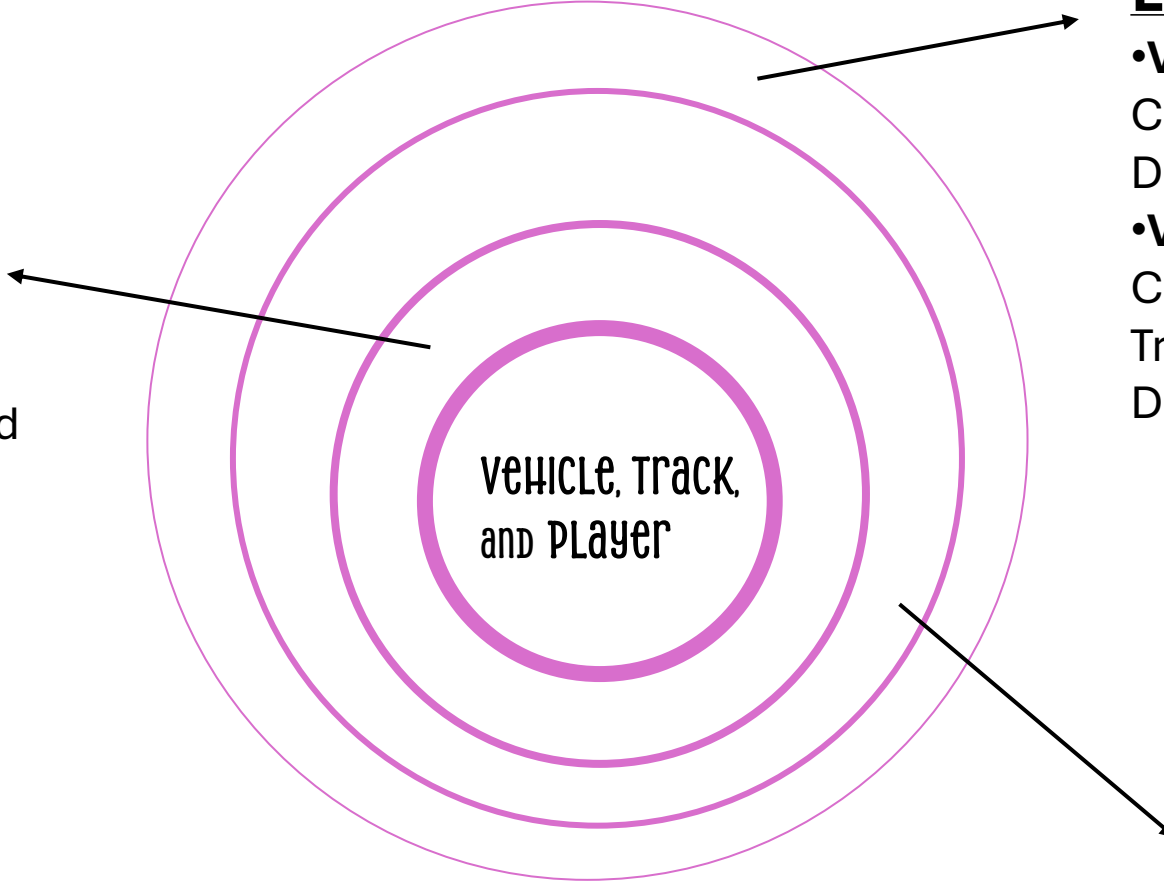
ICarController,
IRaceTrackManager,
IDriverProgressManager

•Commands:

AccelerateCommand,
BrakeCommand,
SteerCommand, DriftCommand

•Handlers:

CarCommandHandler,
TrackCommandHandler,
DriverCommandHandler



Layer 4

•Views:

CarView, TrackView,
DriverView

•ViewModels:

CarViewModel,
TrackViewModel,
DriverViewModel

Layer 3

•Repositories: CarRepository,
TrackRepository, DriverRepository

•Dependencies: UnityPhysics,
UnityGraphics, AudioSystem