

Document the ECS design pattern used in your game:

The Entity-Component-System (ECS) design pattern is a fundamental architectural framework employed in our game, providing a structured approach to organizing game entities, their attributes (components), and the systems responsible for governing their behavior and interactions.

Enumerate the game entities and actionable components used:

- Entities: Player, Enemies, Goal, Decorations, Walls, Collectibles
- Components: Sprite, Hazard, Motion, Collision, some flag components: Player, Decoration, Wall, Collectible

Draw a diagram of the interaction between entities and components.

