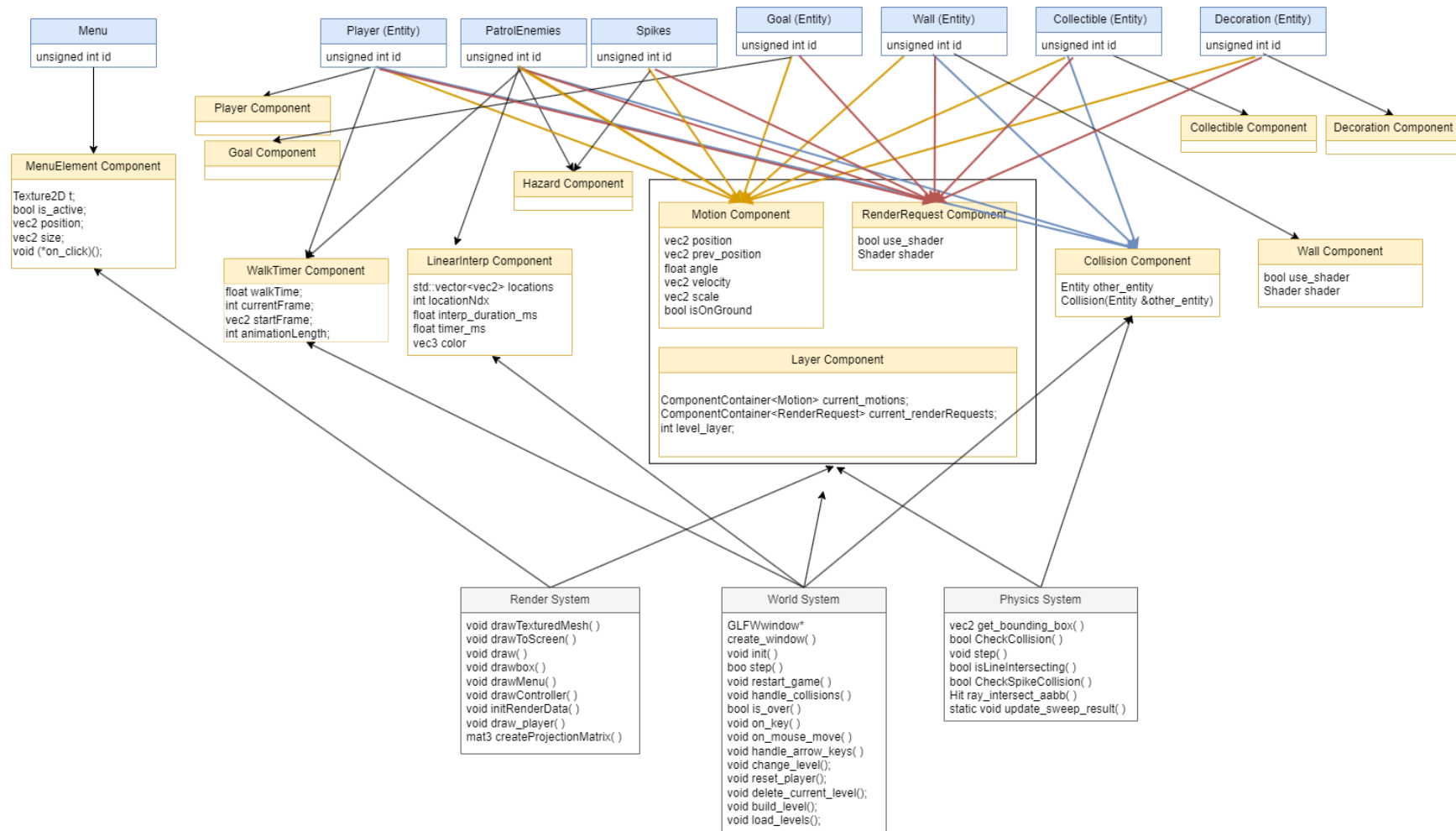


Entities: Menu, Player, PatrolEnemies, Spikes, Goal, Wall, Collectible, Decoration

Components: Player, Goal, MenuElement, WalkTimer, LinearInterp, Hazard, Collision, Wall, Collectible, Decoration, Motion*, RenderRequest*



* Entities with a Motion and RenderRequest components must be associated with a layer (hence the box in the diagram). This lets us significantly reduce the number of entities checked for collisions and allows for better organization of RenderRequests.