Internal Core Objects

1. can be abstract or solid
2. do not implement the IGetKey interface
3. are not derived from classes that implement the IGetKey
4. are constructed and used by the game core

IGetKey Singleton Objects

1. may inherit from an internal core object
2. implement the IGetKey interface to be registered as a singleton
3. are usually abstract
4. the Bind method for the IGetKey interface is virtual
5. may include additional protected methods to include binding
6. have virtual properties to provide default values for game pack and generic deserialized objects
7. have abstract properties that require game pack and generic deserialized objects to override and provide specific values

Game Pack Objects

1. implement the IGetKey singleton object
2. are never abstract
3. override the singleton base abstracts to implement a configuration objects
4. optionally override the virtual properties of the singleton base to provide alternate functionality

Generic Objects

1. implement the IGetKey singleton
2. are never abstract
3. override the virtual properties and abstracts to provide defaults for derived configuration objects
4. initialize all of the properties during the constructor from a Definition Object parameter
5. are used as the storage container for json deserialized configuration objects and act as a game pack object

Definition Objects

1. implement the IPoco interface for deserialization validation
2. are never abstract
3. implement virtual properties to receive the deserialized json values