I_DrawableObject

+ Draw()
+ SetBufferRef()
+ Destory()

GameObject

IdGen
RederingHandle
type
m_objectID
m_position
m_rotation
texture
model
trans
Bounding
isBounding
m_affordances
targetObject

+ GameObject()
+ GameObject()
+ ~GameObject()
+ setPosition()
+ setPosition()
+ getPos()
+ setRotation()
+ setTransparency()
+ getRotationX()
+ getRotationY()
and 19 more...

Character

+ canPick
+ pickedObj
+ body
- input
- control

+ Character()
+ ~Character()
+ setTerrain()
+ Draw()
+ SetBufferRef()
+ Destory()
+ Update()
+ PickObject()