

## Modular Structure

The following document shows different modules of the game, as a base for the identification of classes or methods during programming.

Note: the diagram below is NOT a class diagram. It rather shows the structure of different components of the game, datatypes that might be used and how these components will interact with each other.

### **Room**

- Level, in which the player interacts with characters in the story or items
- Levels will have background images, that show the scenery
  - Items that can be interacted with will be marked by a number
  - By pressing the equivalent number on the keyboard, the user selects the item he wants to interact with

### **Player**

- Character the user plays, gives the user a place in the gaming world

### **WorldObject**

- Item in the gaming world that the player can add to the inventory or combine with other items of his/her inventory

### **InventoryObject**

- Item in the inventory of the player that can be combined with other items of the inventory or items of the gaming world
- By combination with other items, new items can be made

### **Inventory**

- Collection of all items that the player finds or creates in the gaming world

### **EventHandler**

- monitors which numbers are pressed on the keyboard
- Classes/methods in the code can subscribe to the EventHandler
  - corresponding actions are triggered in the subscribing classes/methods

### **Music**

- Background music
- GEMA-free
- to emphasize the atmosphere of the game

