# **STIHOWE Program Architecture**

## **Main Architecture Principles**

* 1. Decoupling.
     1. As many interfaces as possible, keep classes small, interchangeable, and reusable.
  2. Asynchronous where possible
     1. Obviously most player interactions not included.

## **Polish List**

* 1. Player
     1. Camera
        1. Middle mouse reset camera position behind player
     2. Movement

## **Bug List**

* 1. F

## **Locomotion & Player Movement**

* 1. Planar movement
     1. Sprint
     2. Dash
  2. Jumping
     1. Double jumping
  3. Dodge(?)