

n8 Game Framework Design Document

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1 Client Use/Interaction

2 Resource Management

3 Game Loop

4 Window Management

5 Game States

6 Entities

7 Components

8 Entity States

9 Input

10 Events

11 Rendering

11.1 Rendering operations

- Render single entity
- Render single entity with a camera object (Camera: see Section 12)

11.2 Static sprite

11.3 Animated sprite

12 Camera

13 Operations on or using entities

AI physics

14 Game levels

15 Logging

16 System wide values and enums

17 Configuration data/files

18 Use Cases

18.1 Input changes game state

18.2 Input changes player state

walking → flying

18.3 Input moves player

18.4 Entity destroyed and animation is played

18.5 Timed event activated

18.6 Timed event destroyed

18.7 Entity collision

18.8 AI player must make a decision