Game Engine

Simulation

Graphic
- Map
- Ship
- Fire
- etc...

Date Manager

Player AI
- Ship Size
- Tech
- Movement
- Fire
- Ship Condition
- etc...

Player's computer

Operating System

Hardware Drives

Support Software

Player

Audio
- Collision
- Fire
- Speed
- Damage
- etc...

Object System

Bot AI
- Ship Size
- Tech
- Movement
- Fire
- Ship Condition
- etc...

Control Information (System time)

Simulation Control

OS Interface
- Windows
- Mac
- etc...

Game Logic
- Win condition
- Some rules

Input

Physics

Annotation:

Game Engine: The game engine component is responsible for interacting with the player, through the computer hardware and operating system.

Simulation: This component realizes the virtual world of the game and maintains the rules of the game.

Data Manager: The data manager is responsible for retrieving game data from the file system or some other persistent storage and for managing
storage and retrieval of game state for save/load game functionality.

Object System: The object system is responsible for maintaining the state information describing all objects in the game world.