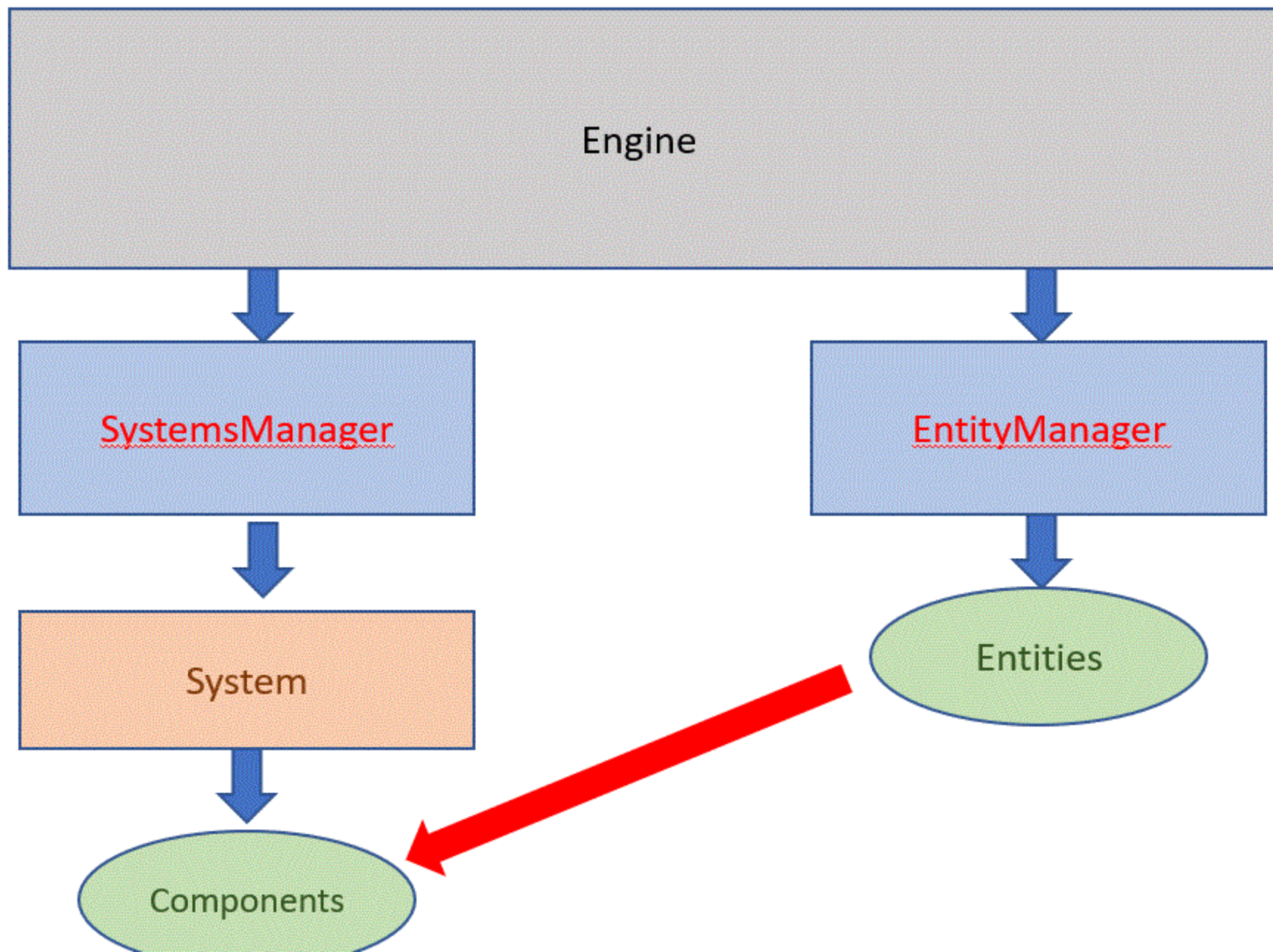


Crouton: Engine

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Overview of Design



Overview of Design (cont.)

Primary Design Methods:

- Composition in Entity-Components
- Component-based Systems
- Use of unique IDs

Goals

1. Flexible to behavior extension
2. Flexible to new types of Entities
3. Limit access to Entities across classes
4. Dynamic changes to Entity behavior

Features

- Components: Health, Speed, Angle, etc.
- Various component systems: Movement, Collision, Pathing, Victory Condition
- Front end APIs: `create()`, `place()`, `getEntityVisuals()`
- XStream: serializing and deserializing

Tests

JUnit tests

Moving forward

1. Extend behaviors to be more complex (new components and systems)
2. Integrate with Game Player
3. Develop more systems and authorable elements