

# BubbleBobble Composition

## Main

- BufferManager
  - Buffer list
- Minigin
  - ResourceManager
    - Texture2D list
    - Font list
  - SceneManager
    - Scene list
  - InputManager
    - InputAction list
    - Command
  - SceneObject list
  - Renderer
  - ServiceLocator
    - Audio
    - Logger

## SceneObject - GameObject

- CtrlComponent list
- ModelComponent list
- ViewComponent list

## CtrlComponent - BubbleCtrlComponent

## CtrlComponent - NpcCtrlComponent

- JumpCommand
- LeftCommand
- RightCommand

## ModelComponent - IntroComponent

## ModelComponent - StartComponent

## ModelComponent - ColliderModelComponent

## ModelComponent - TransformModelComponent

## ModelComponent - CharacterComponent

- ObsSubject
- CharacterKineticState
- CharacterWeaponState

## ModelComponent - CharacterComponent - AvatarComponent

- AvatarHealthState

## ModelComponent - CharacterComponent - NpcComponent

## ModelComponent - BubbleComponent

- BubbleKineticState

ModelComponent - CandyComponent

ModelComponent - HudComponent

ObjectsManager

AvatarManager

BubbleManager

NpcManager

CandyManager

HudObserver

ModelComponent - LevelComponent

ObsSubject

ViewComponent - RenderViewComponent

ViewComponent - TextViewComponent

ViewComponent - FpsViewComponent

## “Static” Classes (prefabs)

BubbleBobble

Avatar

Bubble

Candy

Hud

Intro

Level

Npc

Start