Hide and Seek Design document

Role

Player

HAS

AI

User

Stack<RoleState>

Role

HAS

Seeker

Hider

RoleState

MovingState

JumpingState

FoundState

HiddenState

EnteredState

EnteredState

MovingState

FoundState

JumpingState

HiddenState

GameObjects

SDL(Simple DirectMedia Layer)

Game Engine