HIDE AND SEEK OBJECTS

HAS

HAS

List<Thing>

List<Player>

Room

Room \*north;

Room \*south;

Room \*west;

Room \*east;

Role

Player

HAS

AI

User

Stack<RoleState>

Role

HAS

Seeker

Hider

RoleState

MovingState

JumpingState

FoundState

HiddenState

EnteredState

EnteredState

MovingState

FoundState

JumpingState

HiddenState

JSON

Parser

SDL(Simple DirectMedia Layer)

Game Engine

GameObjects