

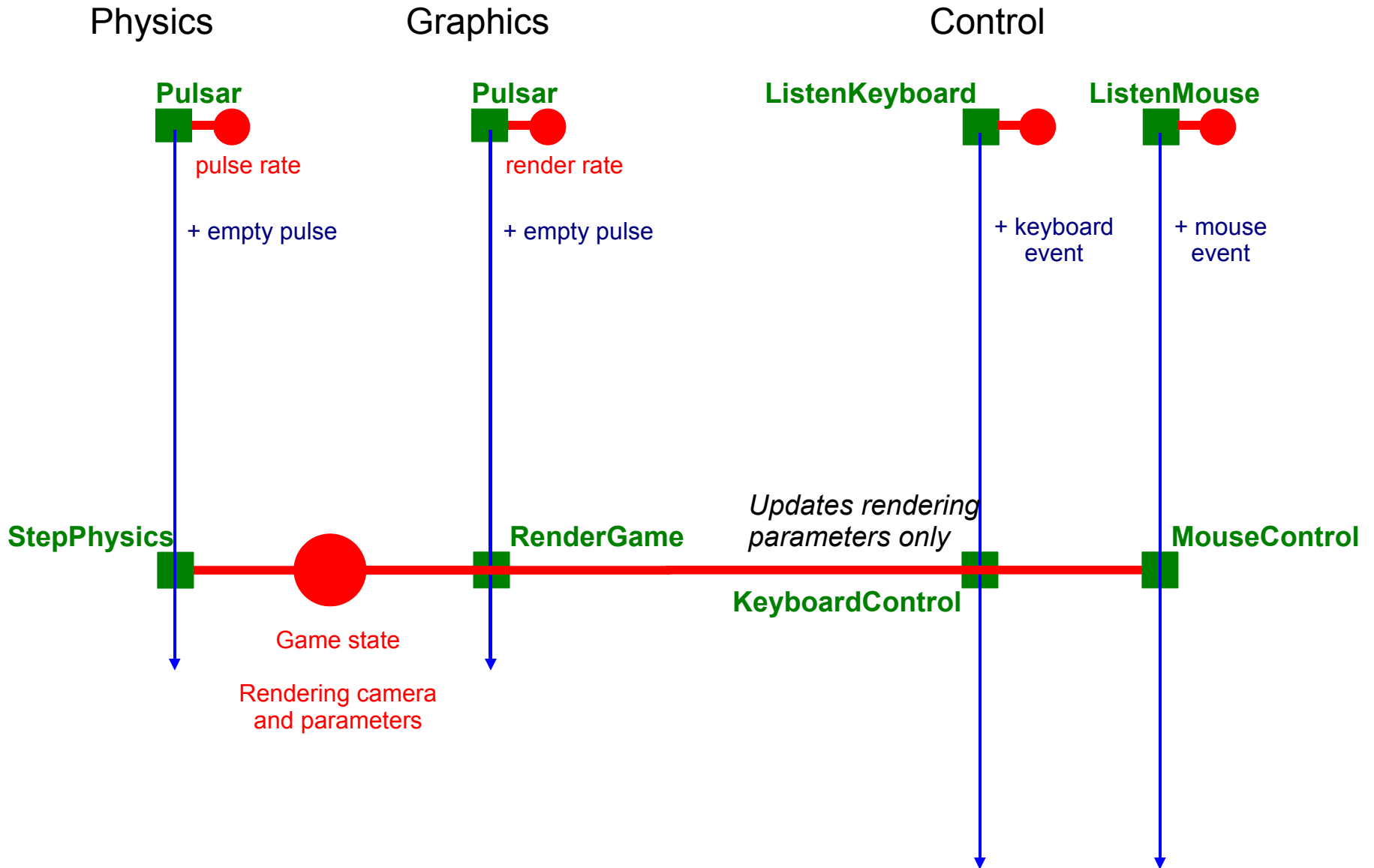
# cs121 - software development platitude - prototype1

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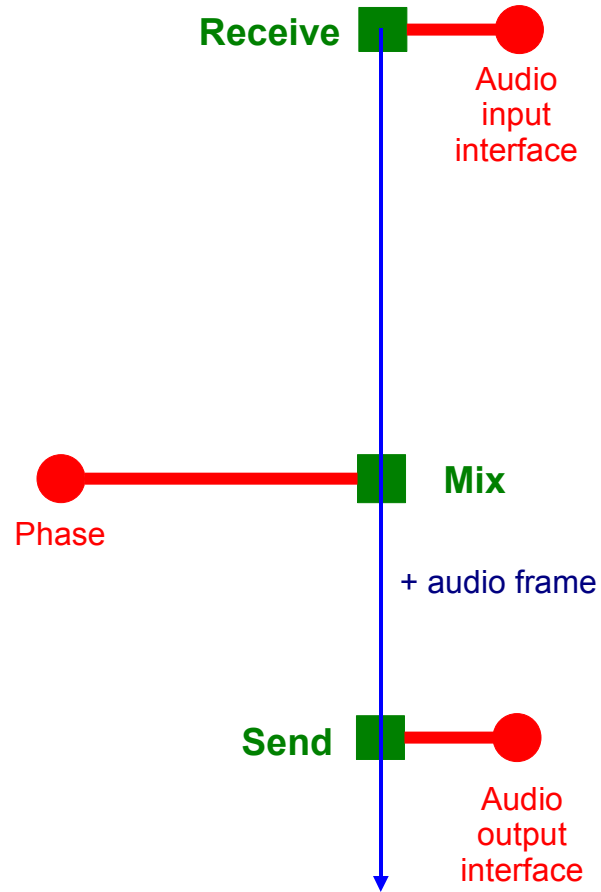
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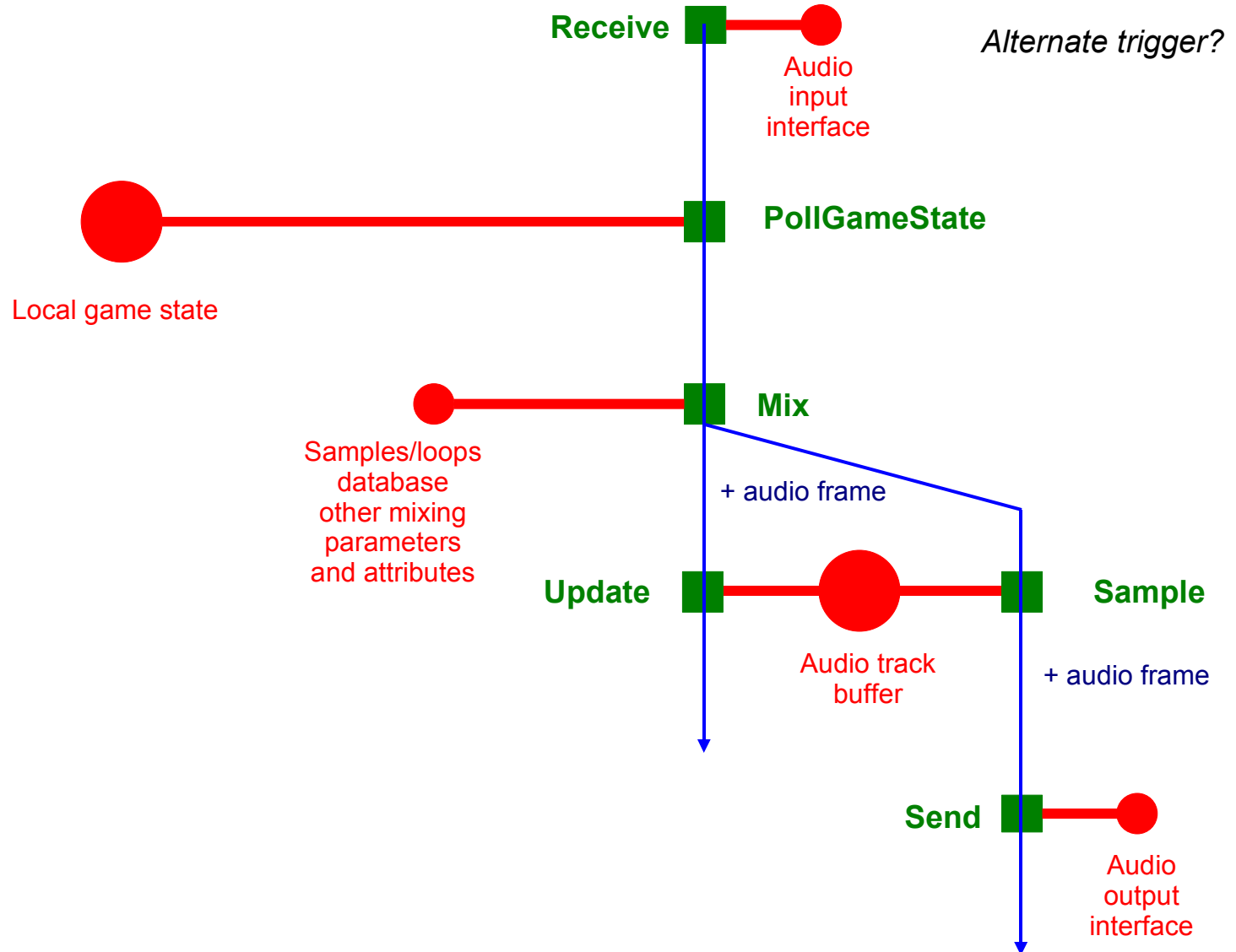
# prototype1 initial system graph



# prototype1 initial music&sound engine graph



# music&sound engine architecture draft – conceptual level



# objectives

## Game state

need an initial class!!!

## Rendering

1. figure out OpenGL
2. make RenderGame
- (3. create CrenderBuilder and CrenderPlatformer cells)

## Control

1. make kb and mouse controls for RenderGame
- (2. create controls for builder and platformer)

# objectives

## Physics

1. figure out basic dynamics
2. figure out class hierarchy

## Music

basic sound sample mixing, buffering?

## Networking

figure out what library to use