

## Dependencies

```
class PlayerStats  
int health read & write  
int money read & write  
int wavecount read & write
```

```
class TowerPlacer  
GameObject towerPrefab read only  
Vector3 mousePosition read & write
```

```
class TowerShoot:  
GameObject projectilePrefab read & write  
Vector3 targetPosition read only
```

```
class EnemyController:  
Vector3 moveDirection read only
```