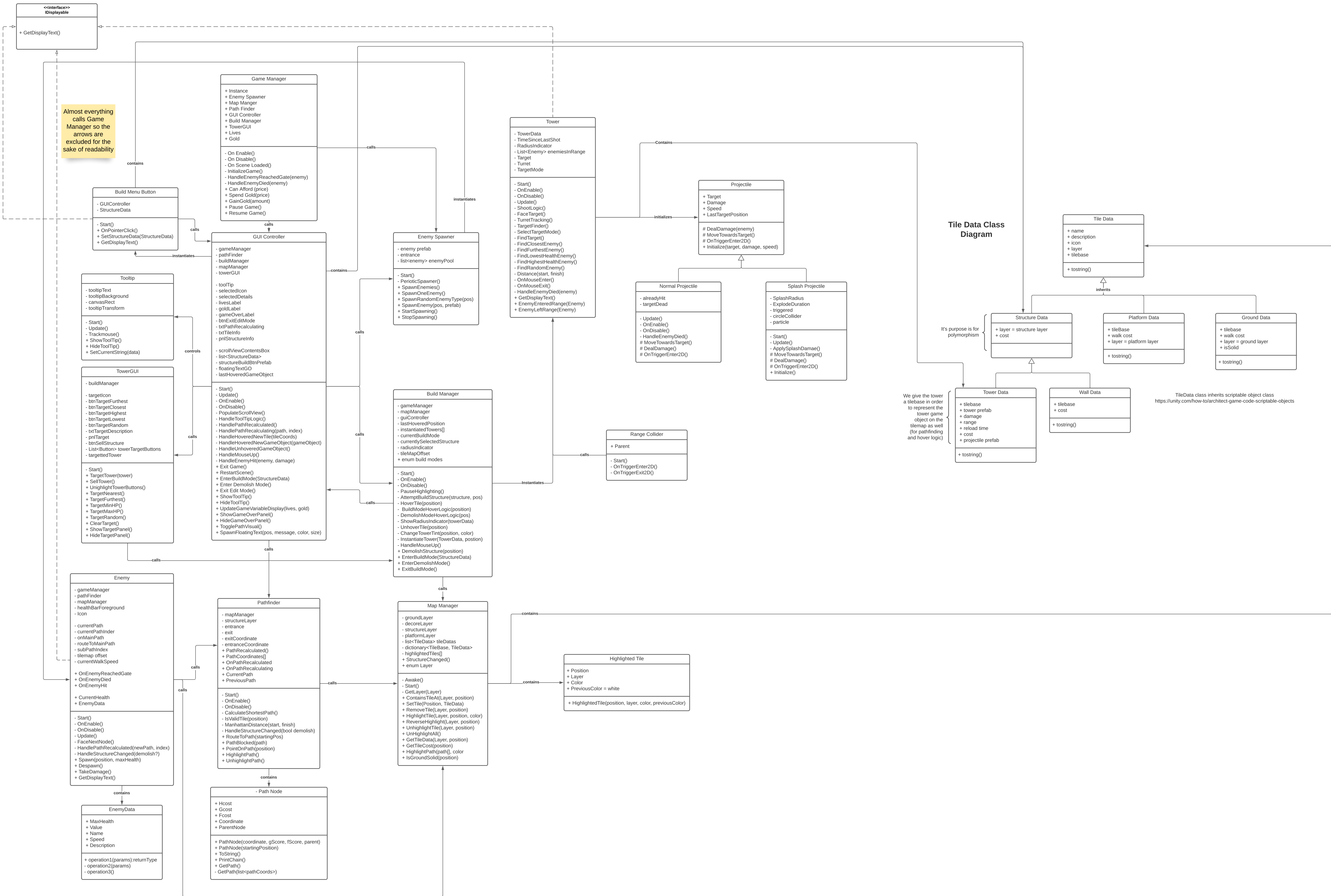


Class Diagram

Tower Defense
V0.3.X



Almost everything
calls Game
Manager so the
arrows are
excluded for the
sake of readability

Tile Data Class
Diagram

We give the tower
a tilebase in order
to represent the
tower game
object on the
tilemap as well
(for pathfinding
and hover logic)

TileData class inherits scriptable object class
<https://unity.com/how-to/architect-game-code-scriptable-objects>