MODIFICATIONS MADE IN THE UML

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The following is the list of all the changes made in the UML design:

1. **Introduction of Game Levels Class**

    The class is responsible for the Level Builder functionality of the game. Each Game Level has it's a different zombie limit that is to be incremented with progression to the next level. The Game Level class allows the functionality of the game and with a separate level model class helps in decoupling the software elements. Furthermore, the Game Level class also provides the functionality of saving/loading the Game Level Data of the player.

2. **Introduction of XMLParser Class**

    The class is responsible for reading the XML File that contains the saved data for the game levels. The user can save the game and the game level data is saved onto a separate XML file. The XML Parser class extends the Default Handler Class and supports the functionality of reading the XML file data, exporting it and loading the game level data back into the game that has been stored previously. The XML Parser class is used by the Game Level class to read and extract the Game Level data from the file (Dependency Relationship).

3. **Introduction of MainMenu Class**

    The class is responsible for Main Menu Frame for the game. The Main Menu is used to initialize the game accordingly. The Main Menu page essentially provides a Title Page functionality for the Game