1. Map System
   1. Map Management System
   2. Map Piece/Chunk class
   3. Map Cell/Tile class
2. Player
   1. Player Controller class
   2. Skill Tree class
      1. Skills Class
3. Entity Base Class
   1. All objects (players, enemies, items) inherit from this class, collides with the base map.
4. Utilities/Weapons
   1. Class hierarchy for utilities/weapons that are objects usable by the player
5. Enemy Classes
   1. Class hierarchy with a base enemy class having base behavior
   2. Derived classes for each enemy
   3. Perhaps a comp. based arch. with AI components
6. Game Manager Class
   1. Game states
   2. Scores, potentially saving
7. UI Manager class
   1. Keeps track of displayed UI
   2. A Class for each UI layer/canvas
8. Placeable Objects class
   1. Objects placeable by the player
9. World Class
   1. Background
   2. Day/Night cycle