



For my UML diagram contribution, I made a class diagram of the Duck Class. This diagram describes the sequences of steps of spawning and destroying ducks. As described in 3.6.2.1, the duck is associated with the player as the duck is capable of doing damage to the player's health. The association between the duck and tower is described in 3.65.2. The association between the duck and tilemap is described in 3.65.4. At 3.3.2 we can see the association between the tower, tilemap, and currency. We can also see the association between ducks, currency, and player at 3.4.2.