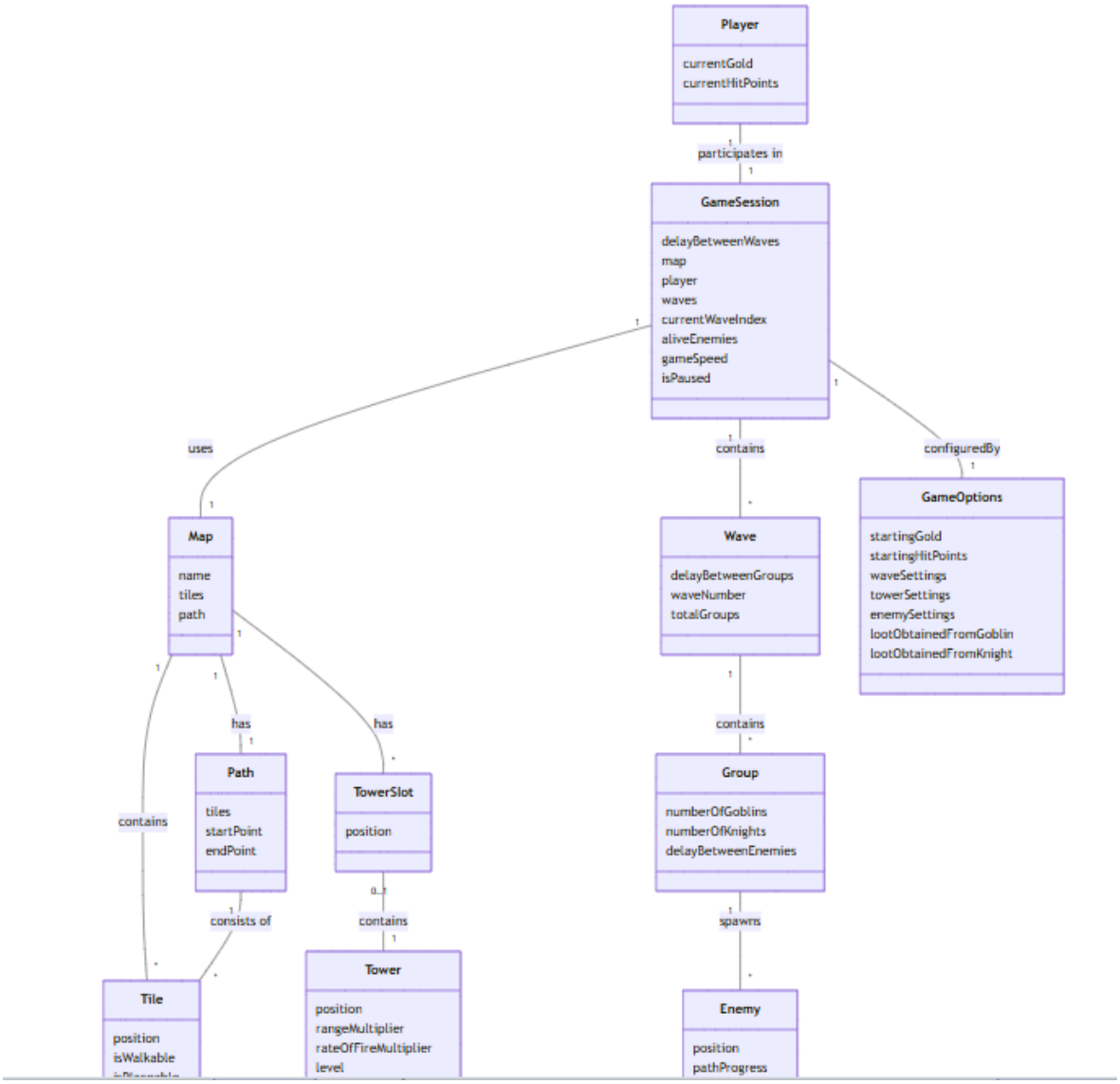
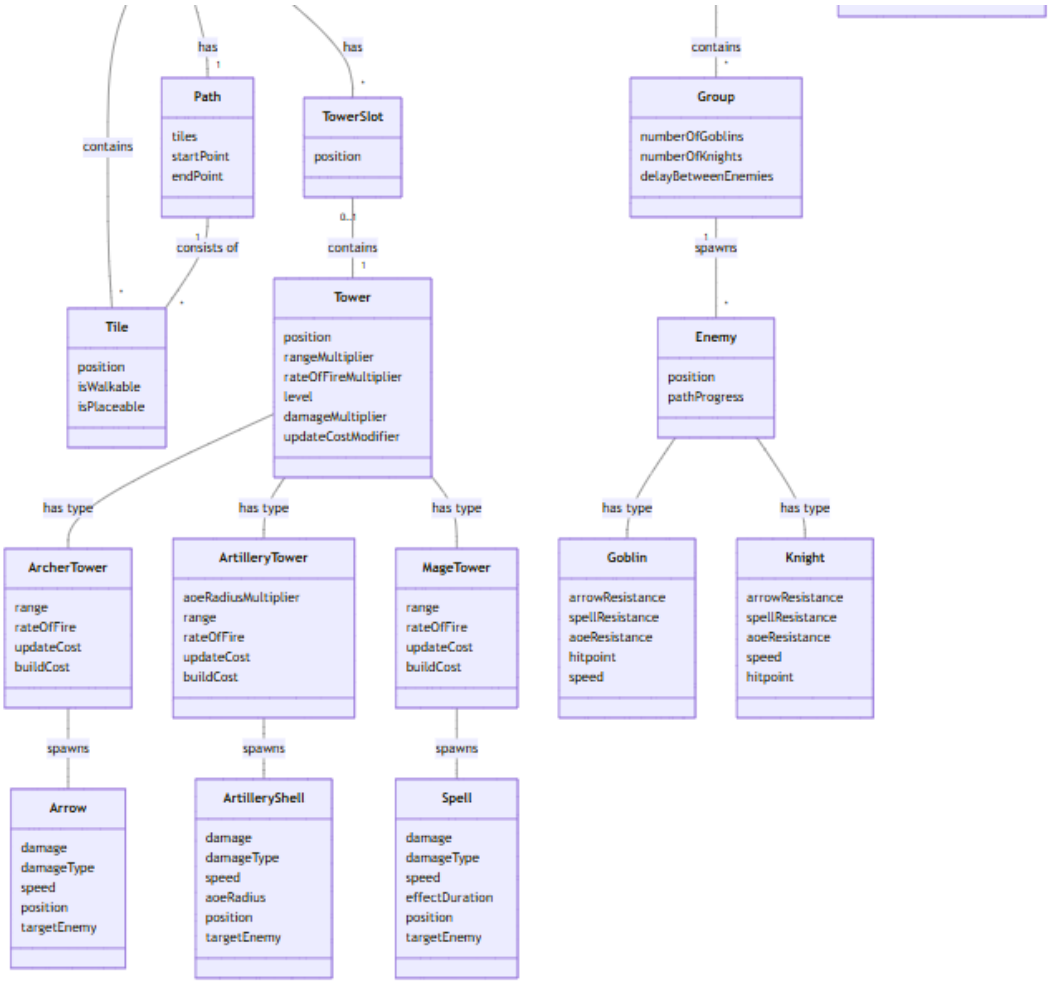
Domain Model Differences:

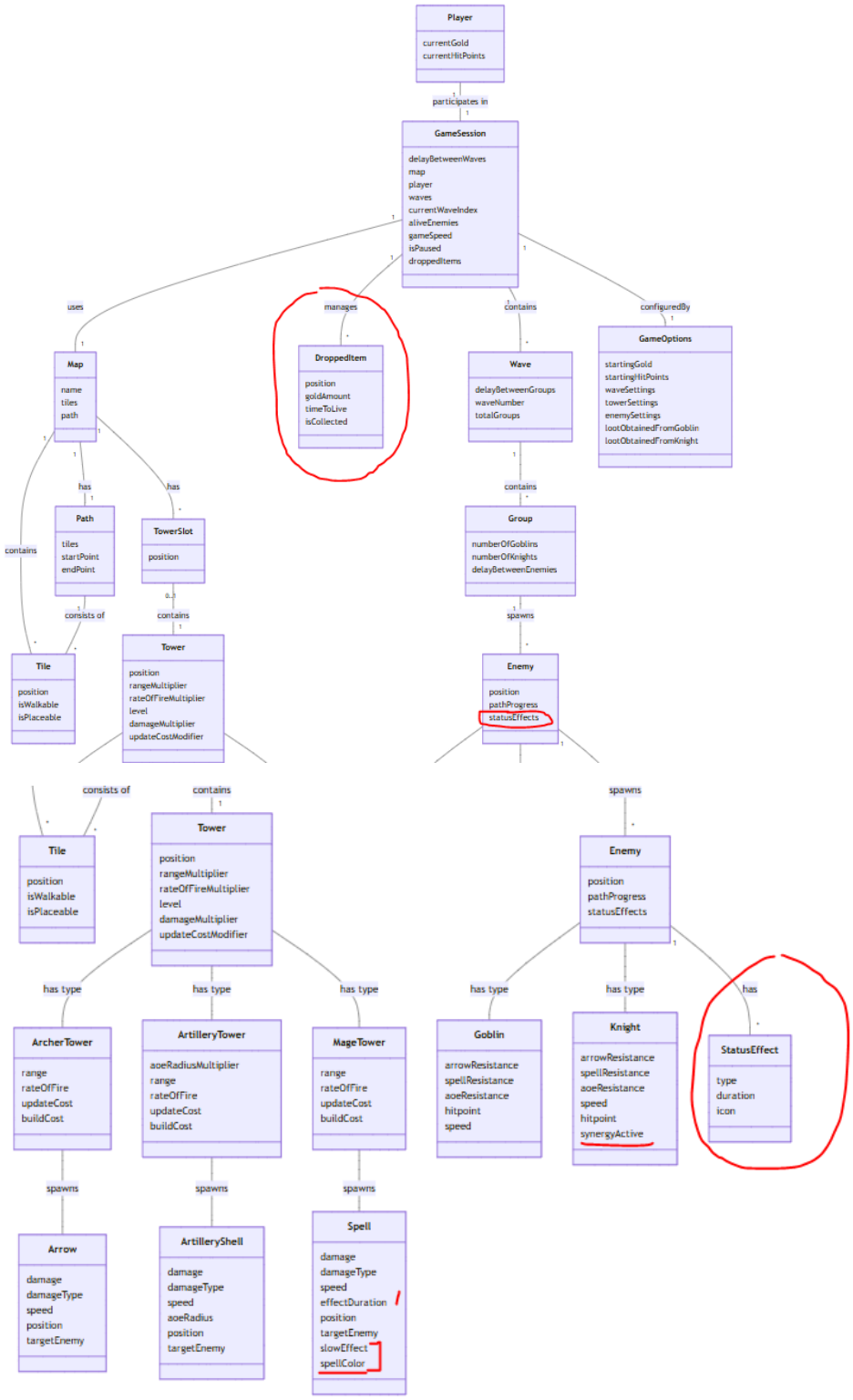
Addition of dropped item + status effect with relative classes - fields, exactly as Phase 2 requires.

Phase 1 Version:




has
has
contains
Path
tiles
startPoint
endPoint
TowerSlot
position
Group
numberOfGoblins
numberOfKnights
delayBetweenEnemies
consists of
contains
spawns
Tile
position
isWalkable
isPlaceable
Tower
position
rangeMultiplier
rateOfFireMultiplier
level
damageMultiplier
updateCostModifier
Enemy
position
pathProgress
has type
has type
has type
has type
has type
ArcherTower
range
rateOfFire
updateCost
buildCost
ArtilleryTower
aoeRadiusMultiplier
range
rateOfFire
updateCost
buildCost
MageTower
range
rateOfFire
updateCost
buildCost
Goblin
arrowResistance
spellResistance
aoeResistance
hitpoint
speed
Knight
arrowResistance
spellResistance
aoeResistance
speed
hitpoint
spawns
spawns
spawns
Arrow
damage
damageType
speed
position
targetEnemy
ArtilleryShell
damage
damageType
speed
aoeRadius
position
targetEnemy
Spell
damage
damageType
speed
effectDuration
position
targetEnemy

Phase 2:



We already had upgrade cost, because we were already planning to implement upgrading towers for bonus points!