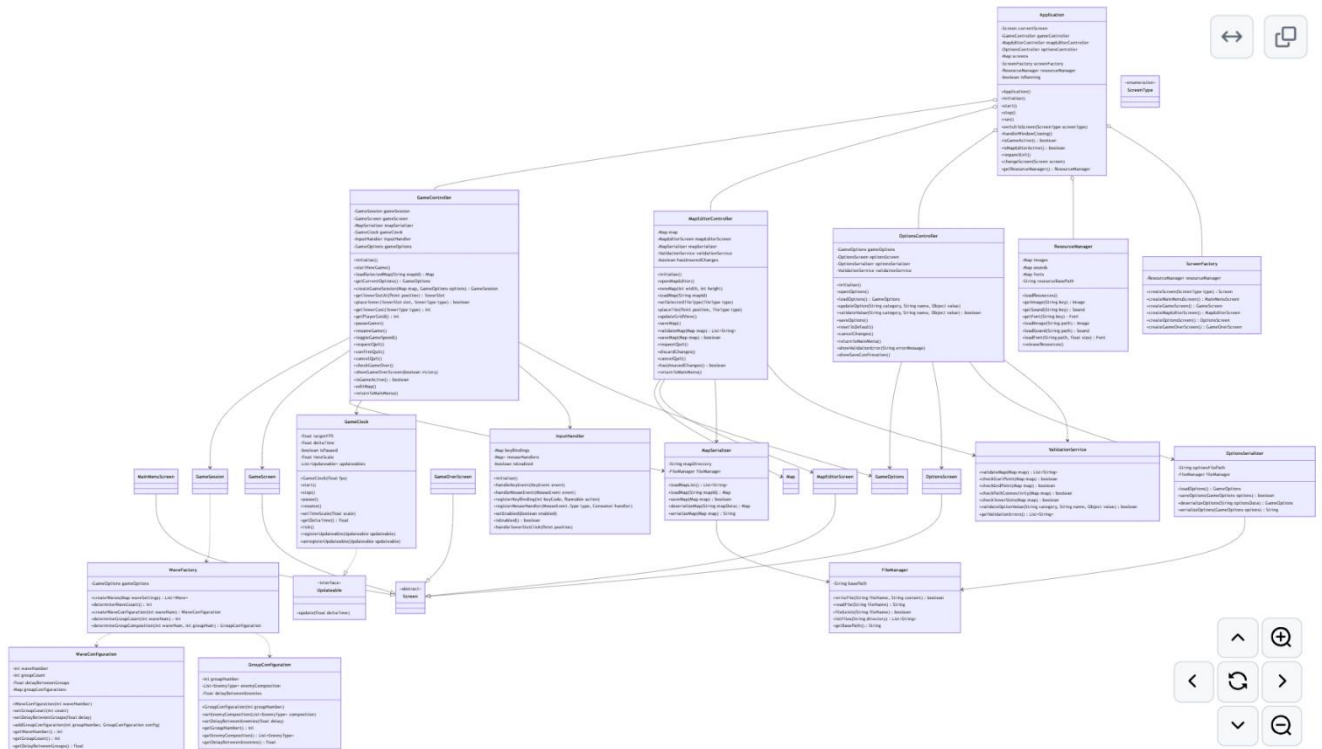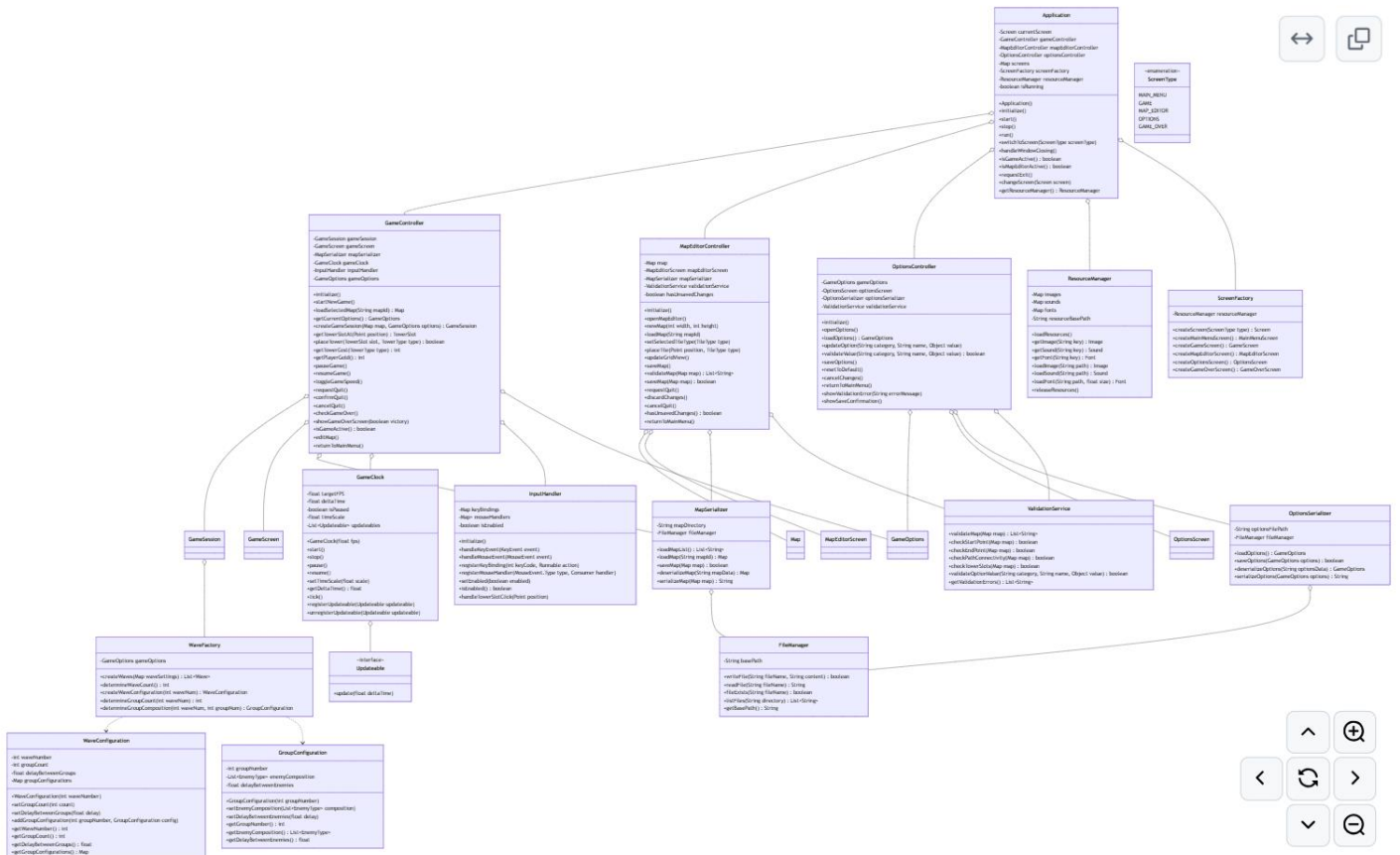# COMPARISON OF THE PHASE1-2 CLASS DIAGRAMS

CD_Controller_phase1.md:
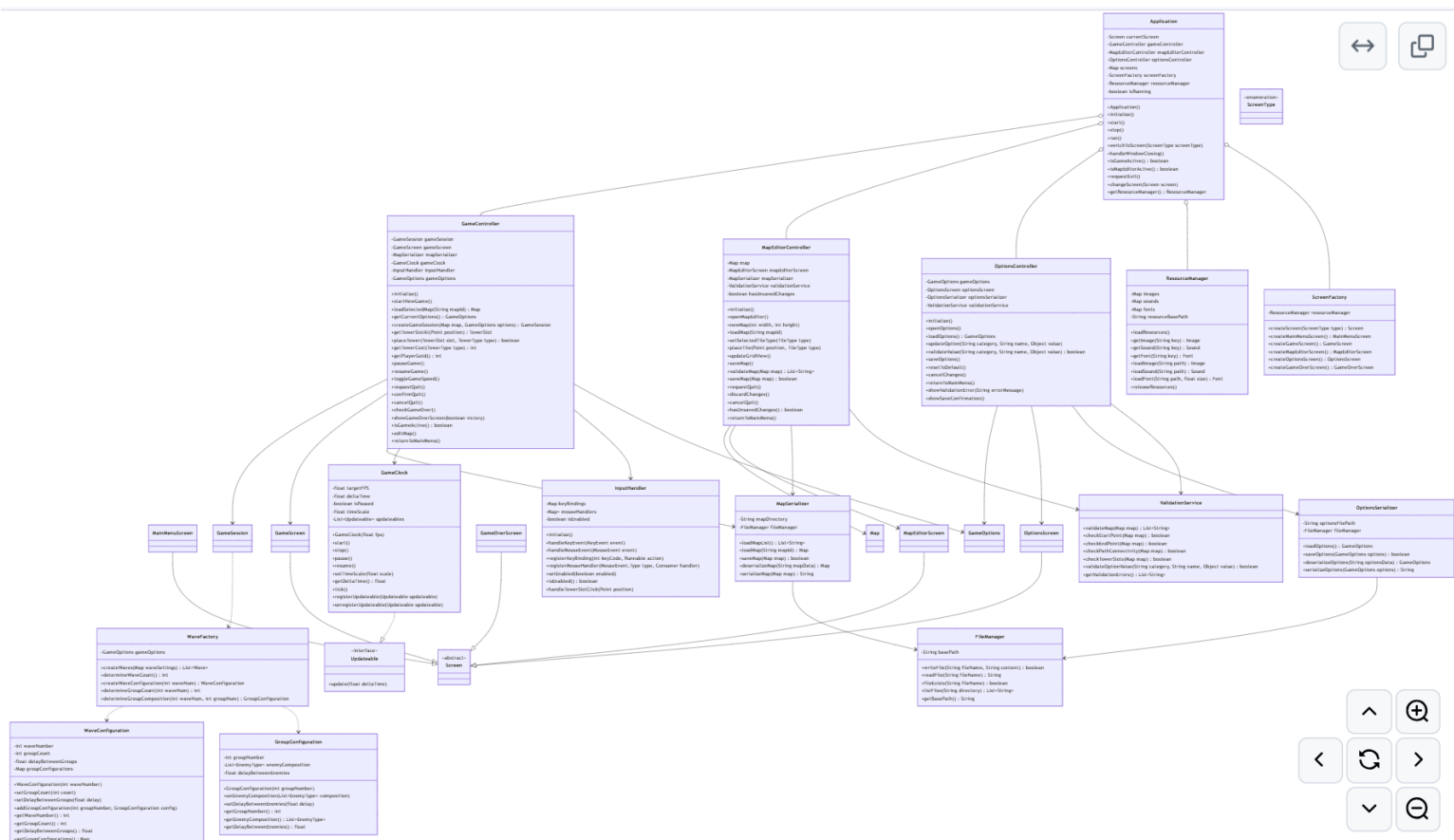

**CD_Controller_phase2.md:**

New classes in Phase 2:

- Screen (abstract class)

- Concrete screen classes:

- MainMenuScreen

- GameScreen

- MapEditorScreen

- OptionsScreen

- GameOverScreen

The main change in the Controller diagram is the addition of a proper screen hierarchy with an abstract Screen class and its concrete implementations. This represents a better organization of the UI components.

CD_Controller_trial_phase1.md

CD_Controller_trial_phase2.md
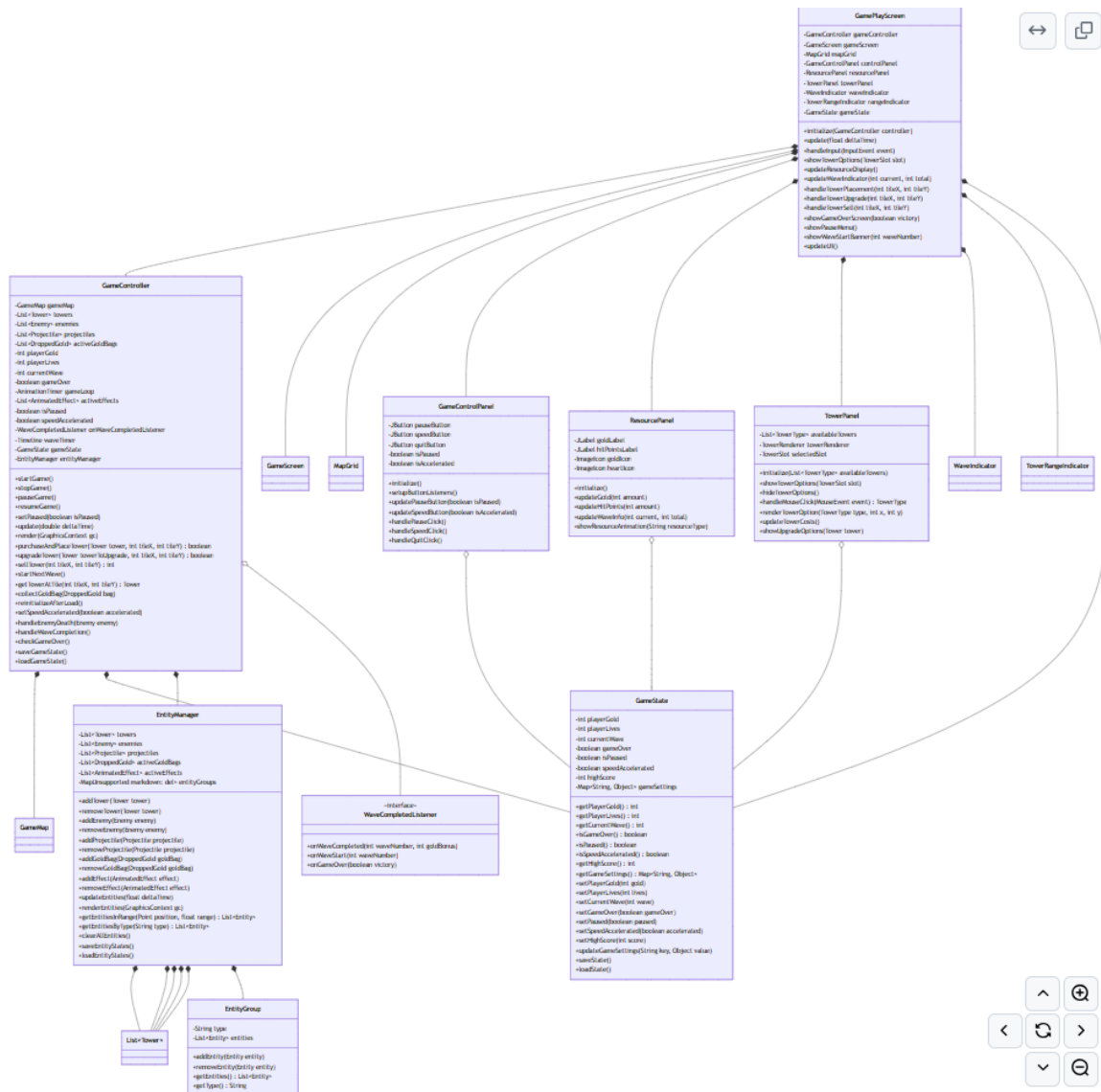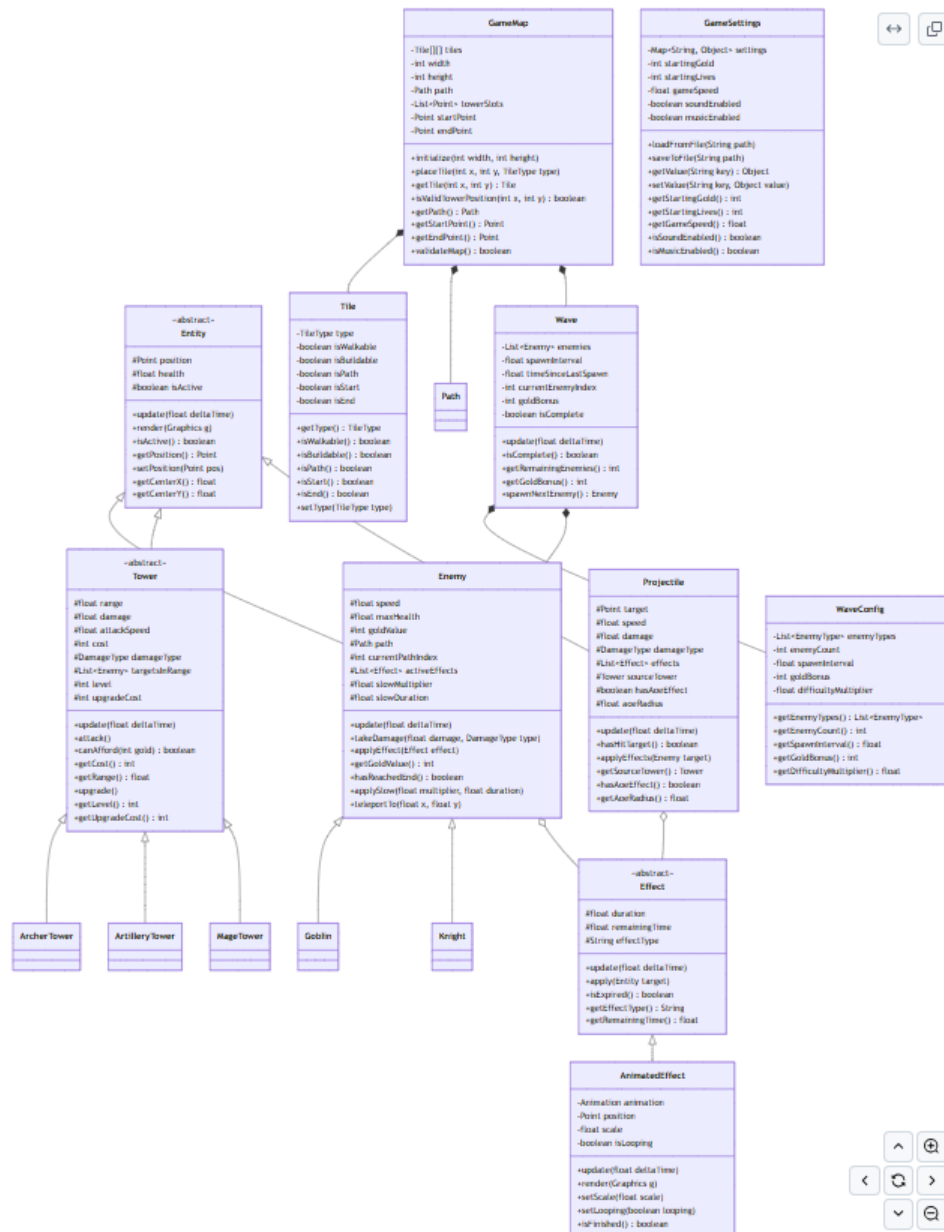

New Classes in Phase 2:

- GamePlayScreen (replaces GameScreen)
- WaveCompletedListener (interface)
- GameState
- EntityManager
- EntityGroup

The Phase 2 trial controller shows a more focused and streamlined architecture, concentrating on the core gameplay mechanics and better state management, while removing the map editor and options management components.

CD_GameModel_phase1.md
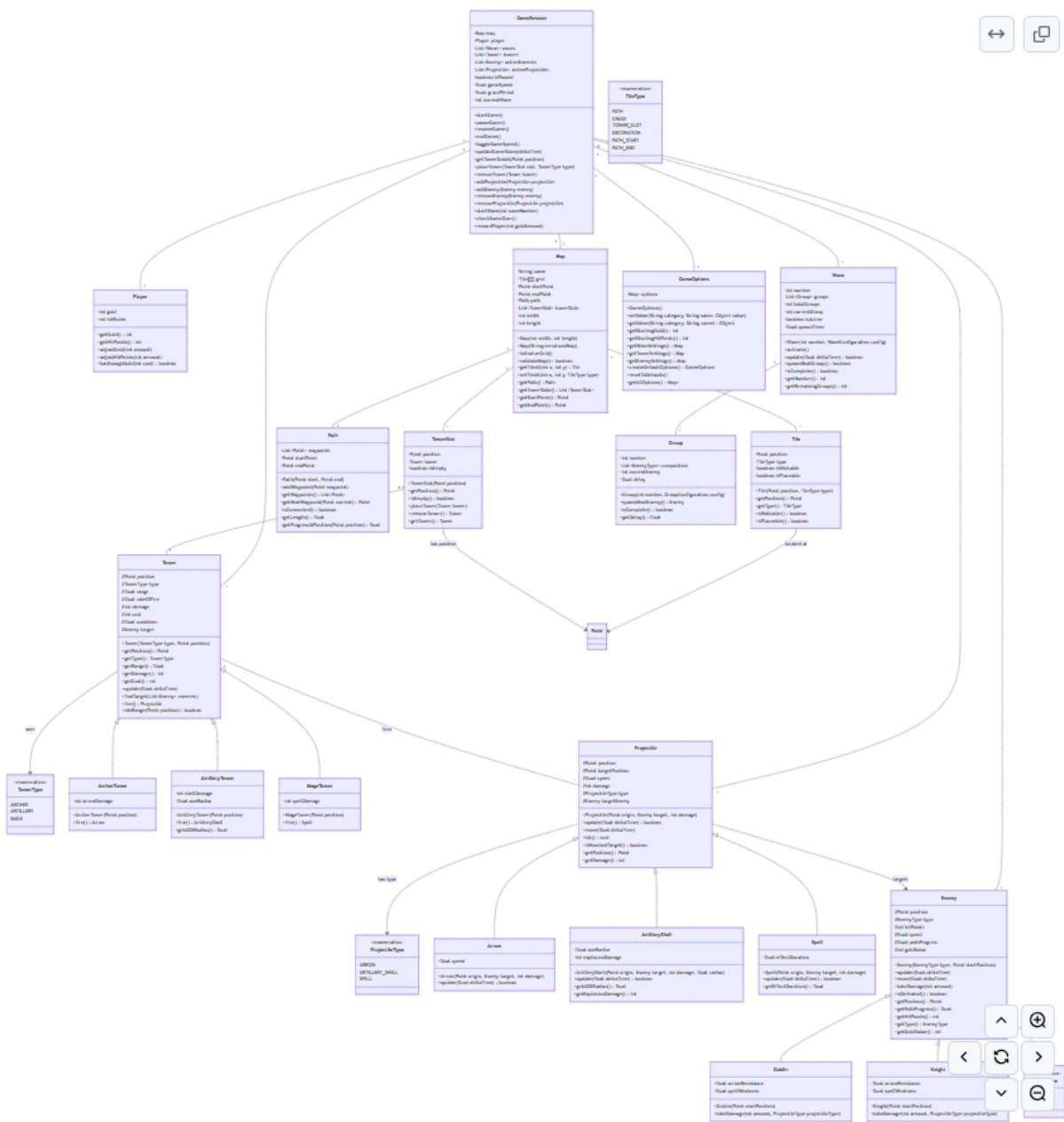
CD_GameModel_phase2.md

New Classes:

- Entity (abstract)
- Effect (abstract)
- AnimatedEffect
- GameSettings
- WaveConfig

Added proper screen hierarchy with abstract base class

CD_UIComponents_phase1.md

CD_UIComponents_phase2.md

New Classes:

- MapSelectionScreen

- MapEditorCanvasView

- MapEditorTopToolbar

- MapEditorTilePalette

- UIAssets

Added map selection screen, split map editor into components, and centralized UI assets management

The most significant architectural improvements in Phase 2 are:

1. Better separation of concerns with dedicated screen classes

2. Introduction of an entity system for better code organization

3. Centralized asset management with UIAssets

4. More modular map editor with separate components

5. Enhanced wave system with configuration

6. Addition of effect system for special abilities and animations