

UIs

Turret Button

Spawn Button

Coins Total XP Count

Buttons

onAppGained
onUpgradeGained
change

Button
App Upgrades
-bool

Can Upgrade /
Can App Upgrade
bool

Game Manager Singleton

Not So
* So?
How Script?

in SO -> Cost

Base Spawner
UI

Coins tot -> si operation => onCoinsChange

xp tot -> si operation => onxpChange

UI

Spawn a Turret
(SO)
(with Prefab
inside)

Spawn a Unit
SO
Prefab
Cost

Scene

Base Spawner
+ coins

Turret Spawner

1st Turret

if clicked
Turret

remove
Turret from
Cost

If Sell

Event

UI (idea for
button)

Unit

Base

onCoinsGained

Coins
(float)

xp
(float)

onExpGained

Base Death

on Base Death

Deals with