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| **Title** | |
| **Responsibilities** | **Collaborators** |
| * Responsibility 1 * 2 * 3 | * Collaborators 1 * 2 * 3 |

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| **MTD Game** | |
| **Responsibilities** | **Collaborators** |
| * Init the game * Manage Screens | * ScreenStateManager * Screens in Game |

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| **GameScreen** | |
| **Responsibilities** | **Collaborators** |
| * Create ActorGroups * Create UIStateManager * Create LevelStateManager * Create GameStage * Create UIStage * Render GameStage * Render UIStage | * ActorGroups * UIStateManager * LevelStateManager * GameStage * UIStage |

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| **GameStage** | |
| **Responsibilities** | **Collaborators** |
| * Create the Level * Update the Level * Set the player Money and Lives * Add ActorGroups to the Stage * Start waves * Detect the end of a wave and pay the player | * LevelStateManager * UIStateManager * Level * Player * ActorGroups |

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| **UIStage** | |
| **Responsibilities** | **Collaborators** |
| * Manage the UI of the Game * Create the UIGroups and UI Controllers * Manage which UI controls and UIGroups are displayed on the screens by subscribing to the UIStateManager | * UIGroups * UIControllers * Player * UIStateManager * LevelStateManager * ActorGroups |

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| **CollisionDetection** | |
| **Responsibilities** | **Collaborators** |
| * Determine if two actors collide | * None |

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| **Resources** | |
| **Responsibilities** | **Collaborators** |
| * Loads Assets to AssetManager * Static Get Methods to retrieve assets * Contains Static Variables for various game mechanics | * AssetManager |

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| **Player** | |
| **Responsibilities** | **Collaborators** |
| * Maintain Player Attributes | * None |

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| **TowerPlacement** | |
| **Responsibilities** | **Collaborators** |
| * Place the tower on the stage * Check if the tower collides with anything | * CollisionDetection * Tower * Player * ActorGroups |

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| **ActorFactory** | |
| **Responsibilities** | **Collaborators** |
| * Maintains Pools for all of the actors * Classes call the static methods to load an actor | * Health Actors * Projectile Actors * Towers * Enemies |