Presentation

BaseClass
- Position

Base
- Health

Tower
- Range

Enemy
- Velocity

BaseClass
- Position

Base
- Health

Tower
- Range

Enemy
- Velocity

?

Shooting Enemy

```
                          ┌─────────────────┐
                          │   BaseClass     │
                          ├─────────────────┤
                          │  • Position     │
                          │  • Velocity     │
                          │  • Range        │
                          └─────────────────┘
```

BaseClass
- Position
- Velocity
- Range

Base
- Health

Tower

Enemy

Shooting Enemy

Entities

Base • **Enemy** • **Tower** • **Shooting Enemy**

Components

Health

Position
- x, y

Texture
- image

Range

Velocity

Entities

Base

Enemy

Tower

Shooting Enemy

Components

Health

Position
- x, y

Texture
- image

Range

Velocity

Systems

Render

Physics