

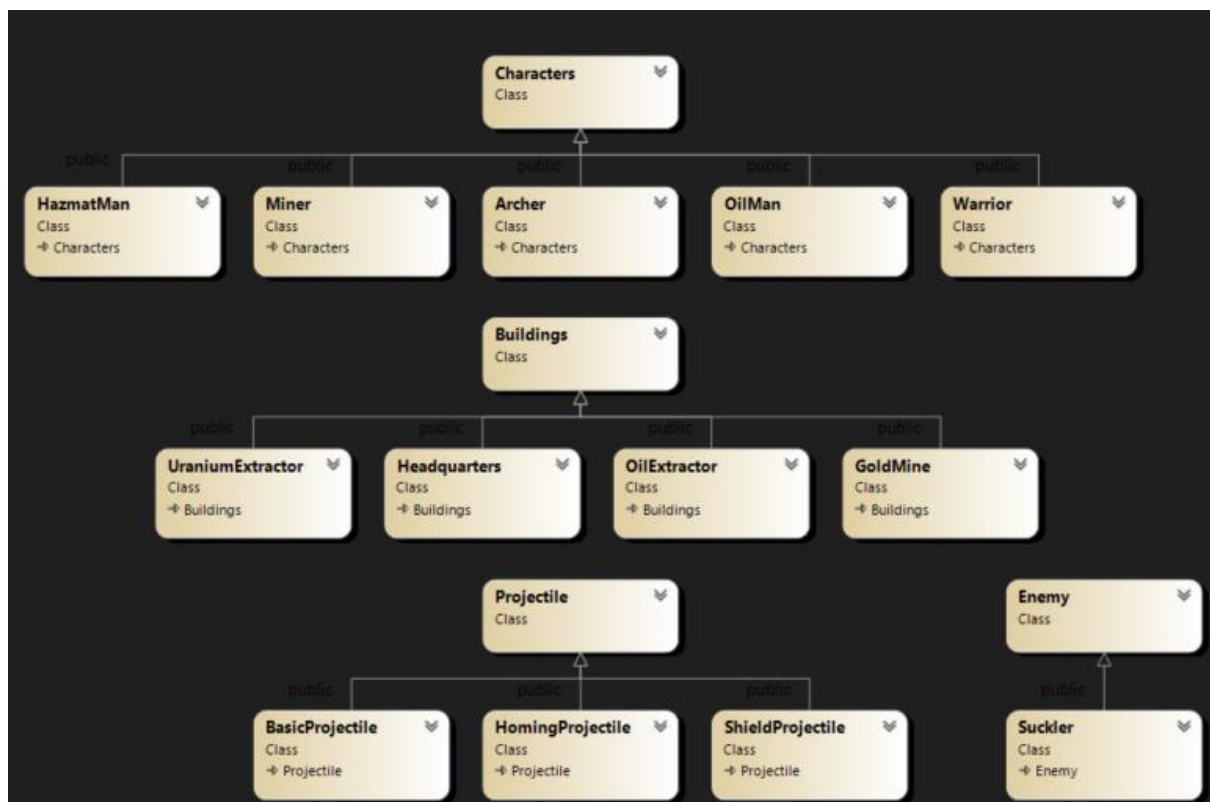
Technical Design Document

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Here is a class Diagram of my code using visual studios Class diagram tool



BuildingUI Class	Button Class	Controls Class	Egg Class	EnemyBase Class	Formation Class
Game Class	GameManager Class	GameUI Class	HUD Class	Inventory Class	Item Class
ItemManager Class	LoseScreen Class	MainMenu Class	ParticleSystem Class	PauseMenu Class	ProjectileFactory Class
Shader Class	SoundManager Class	Spaceship Class	Stats Class	Textures Class	Tile Class
TutorialScreen Class	View Class	WinScreen Class			
Global Struct	InventorySlots Struct				
GameState Enum	GrassType Enum	ResourceType Enum	TileType Enum		