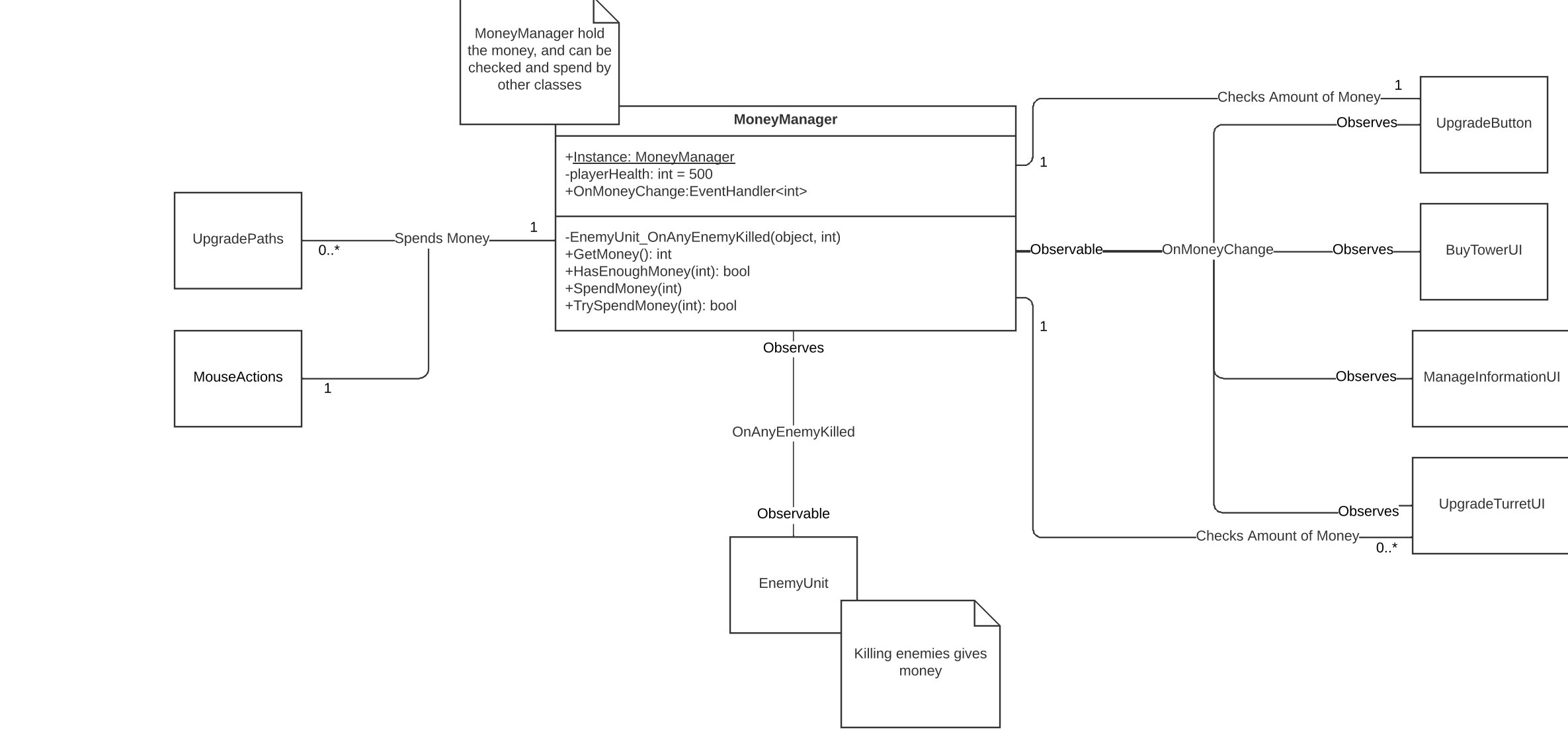
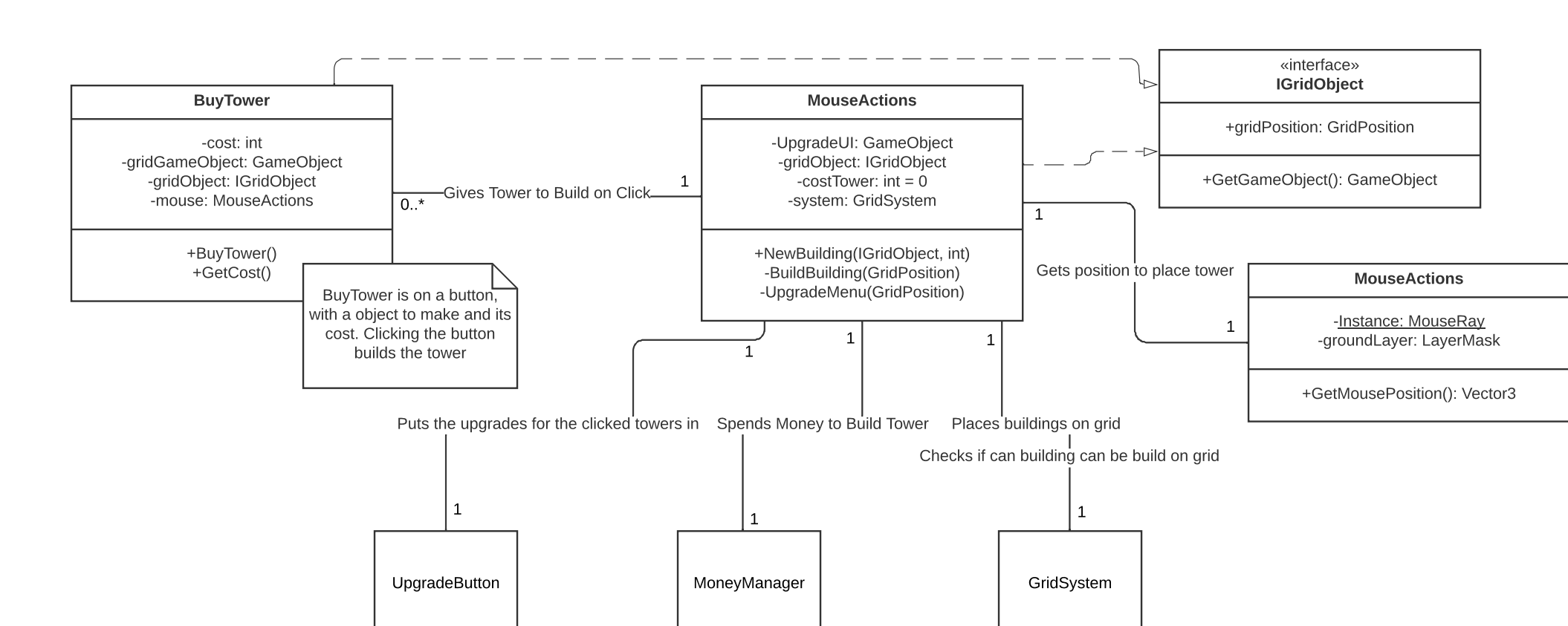


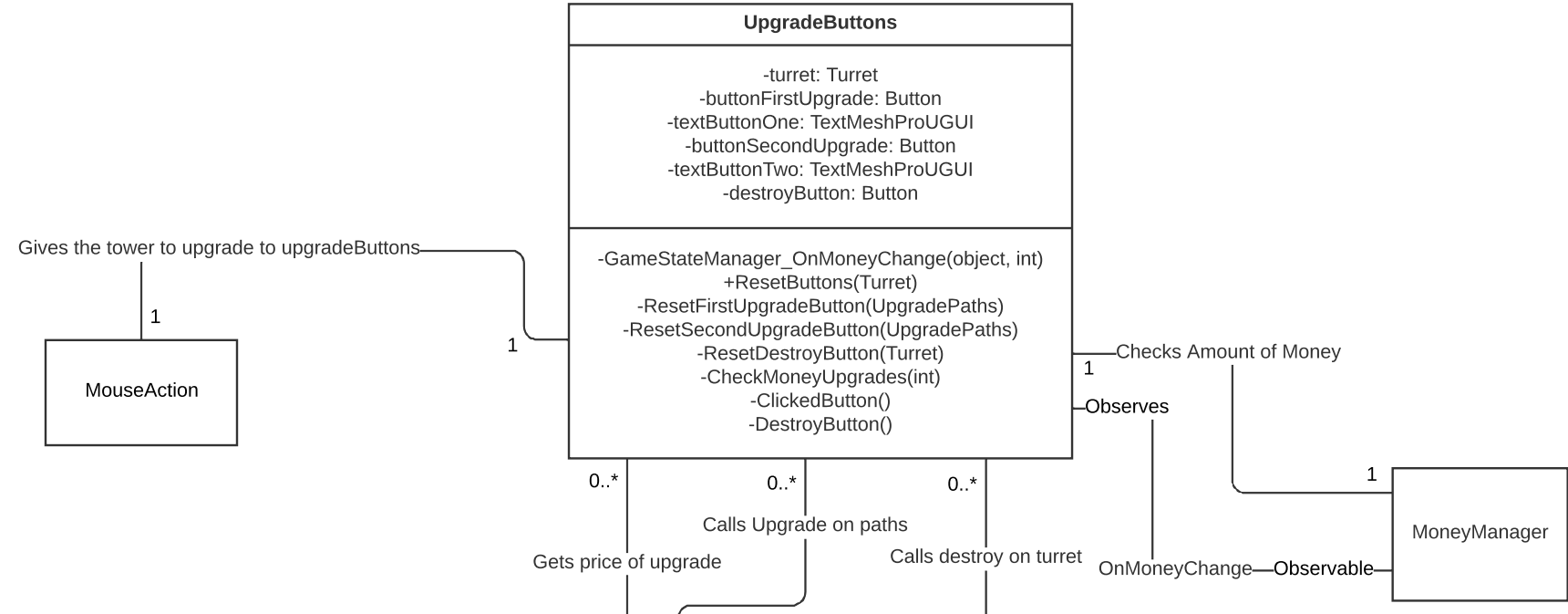
OML class MoneyManager



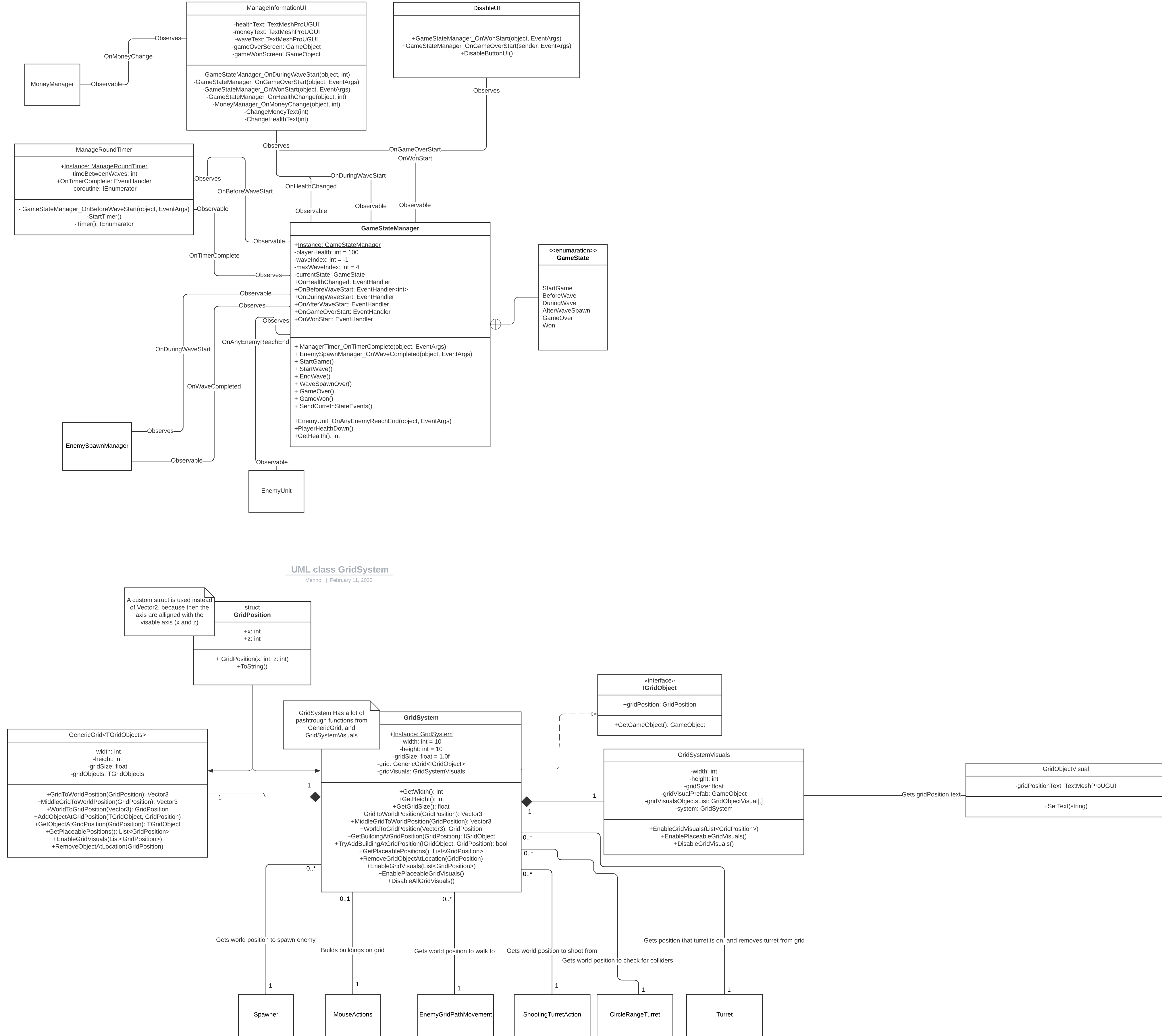
UML class Build System



UML class Upgrade Buttons



UML class GameStateManager



UML class Spawn Enemy

