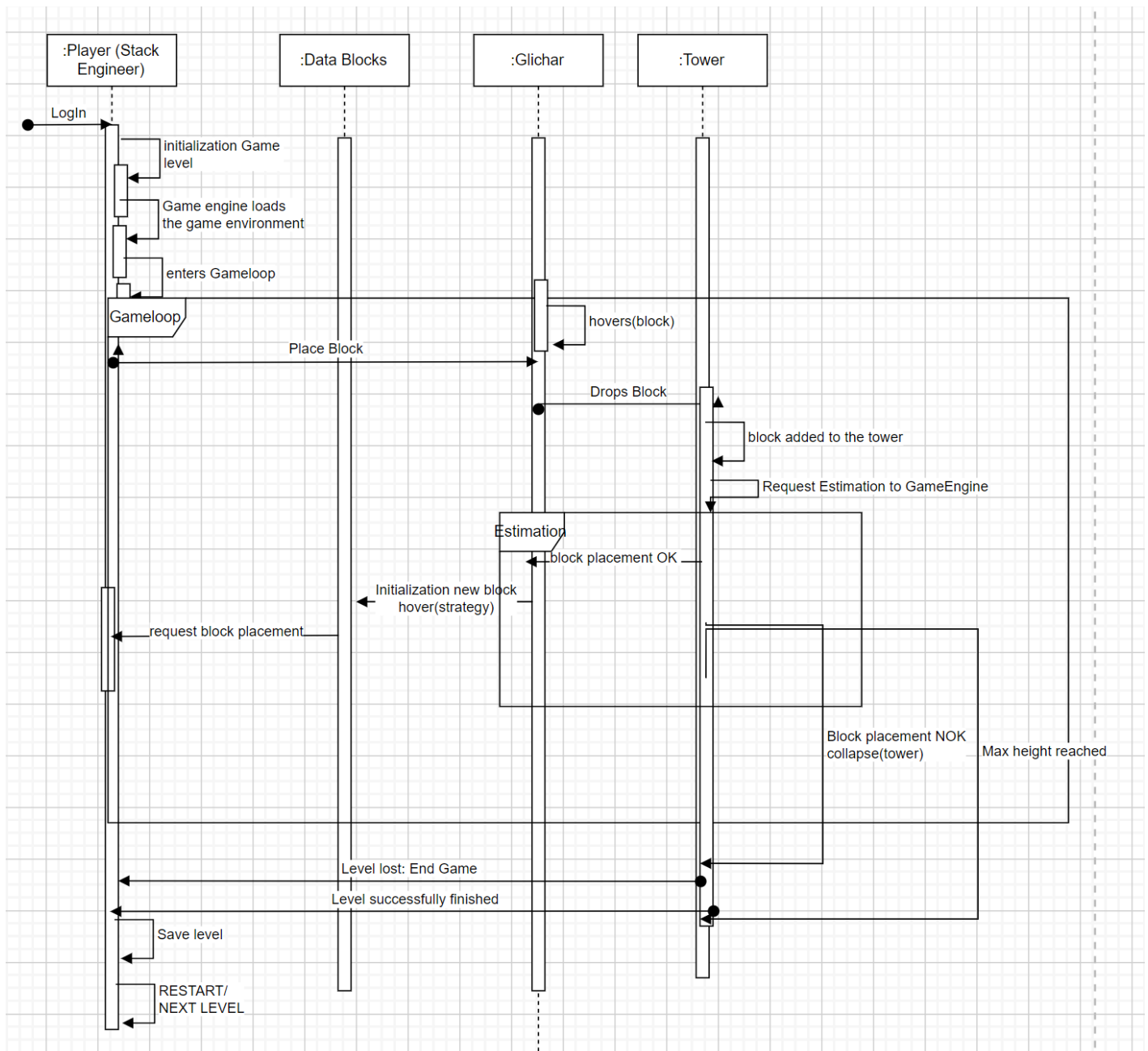# Sequence Diagram Stack Defenders

Important:

The game engine is responsible for managing and controlling the game's overall state, therefore it is not considered an object that directly interacts with other game objects like the player of the Glichar's hook. Instead it controls and coordinated these interactions.

It creates and manages game levels, determining their objectives, challenges, and rules.It manages the progression from one level to the next. It can communicate with the game server to initiate new levels and send level data to the player.

It monitors the state of the game, such as tower stability, and determines when a level is won or lost.