

GameBlueprint: container for Schemas

Schema is a design for different object types

Common to both author and engine

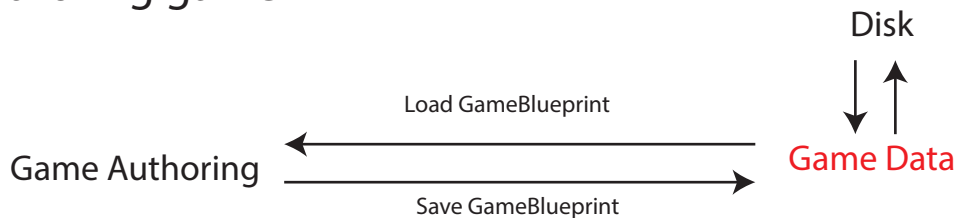
Map-based = extensible (adding features does not change API)

- GameSchema
- TowerSchema
- MonsterSchema
- WaveSpawnSchema

GameState is engine-only

List of built towers, score, etc

Authoring game



Playing game

