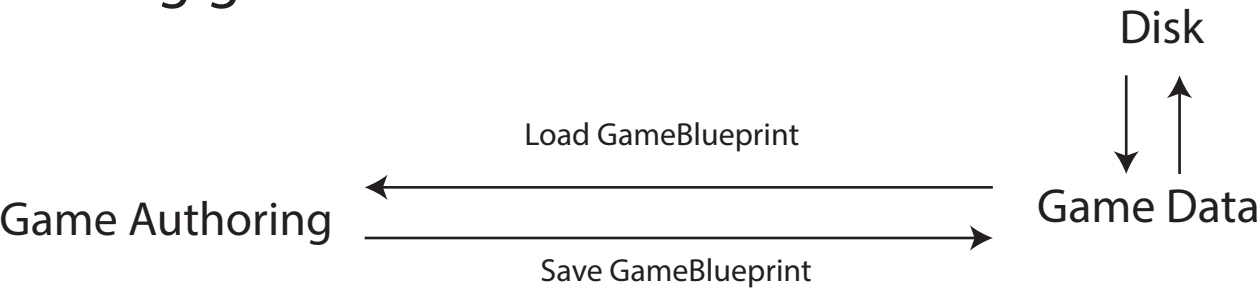
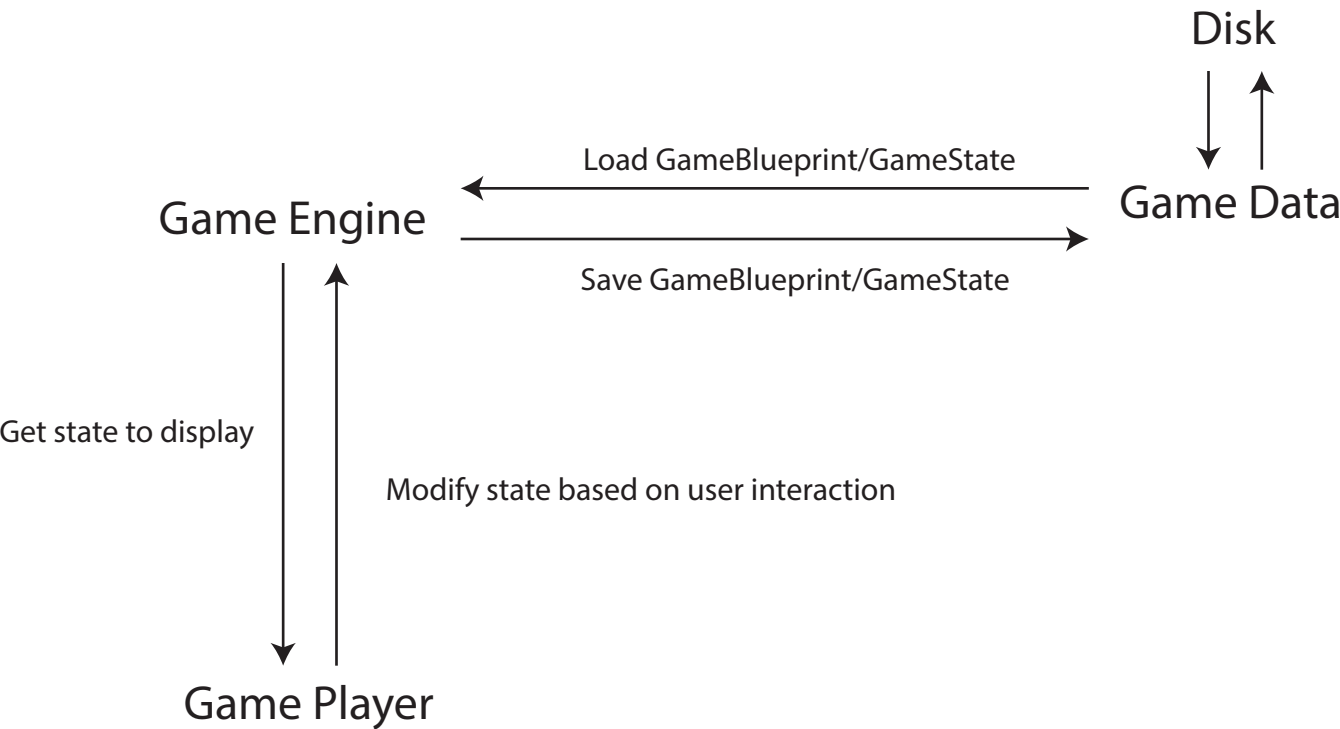


# Authoring game



# Playing game



## 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)

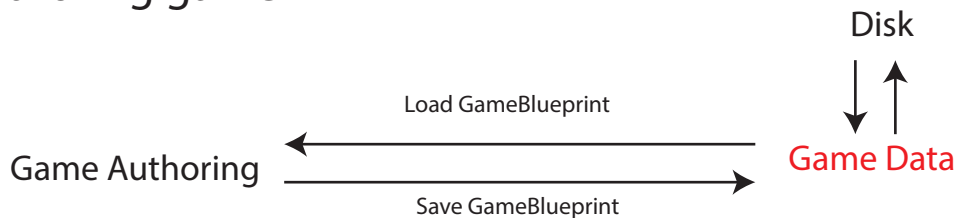
- GameSchema
- TowerSchema
- MonsterSchema
- WaveSpawnSchema

GameState is engine-only

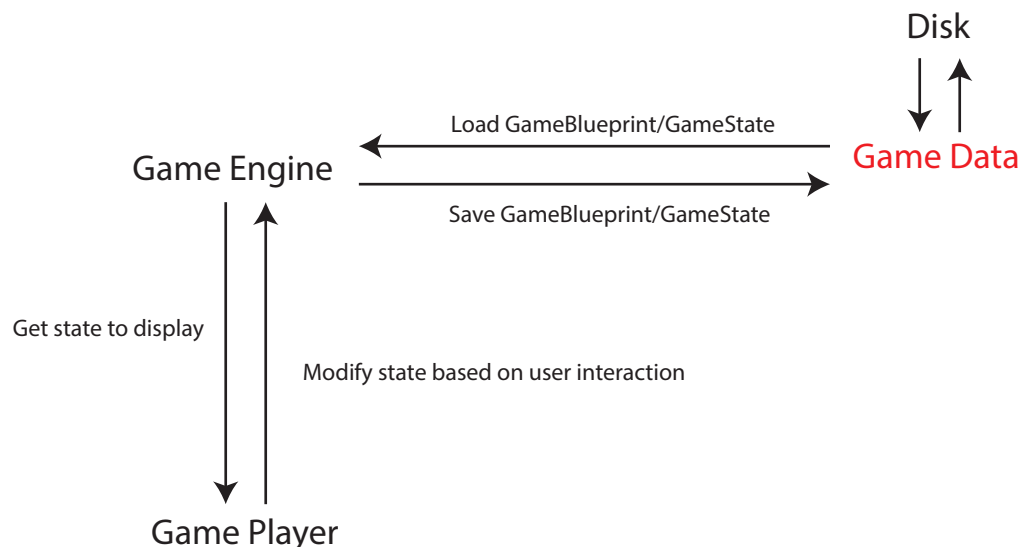
List of built towers, score, etc

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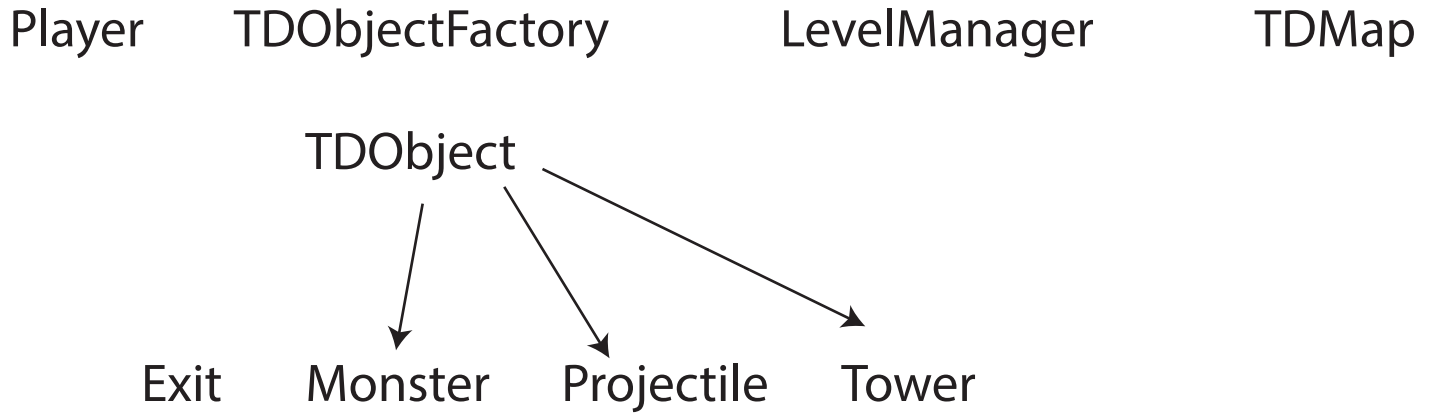
### Authoring game



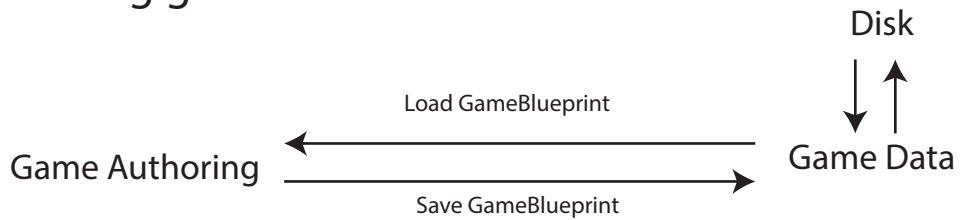
### Playing game



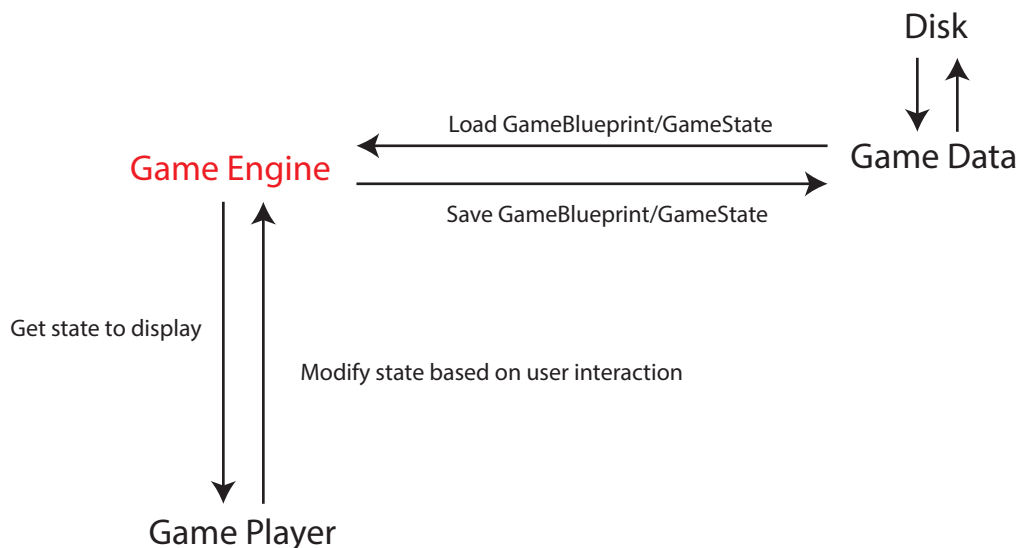
# Model

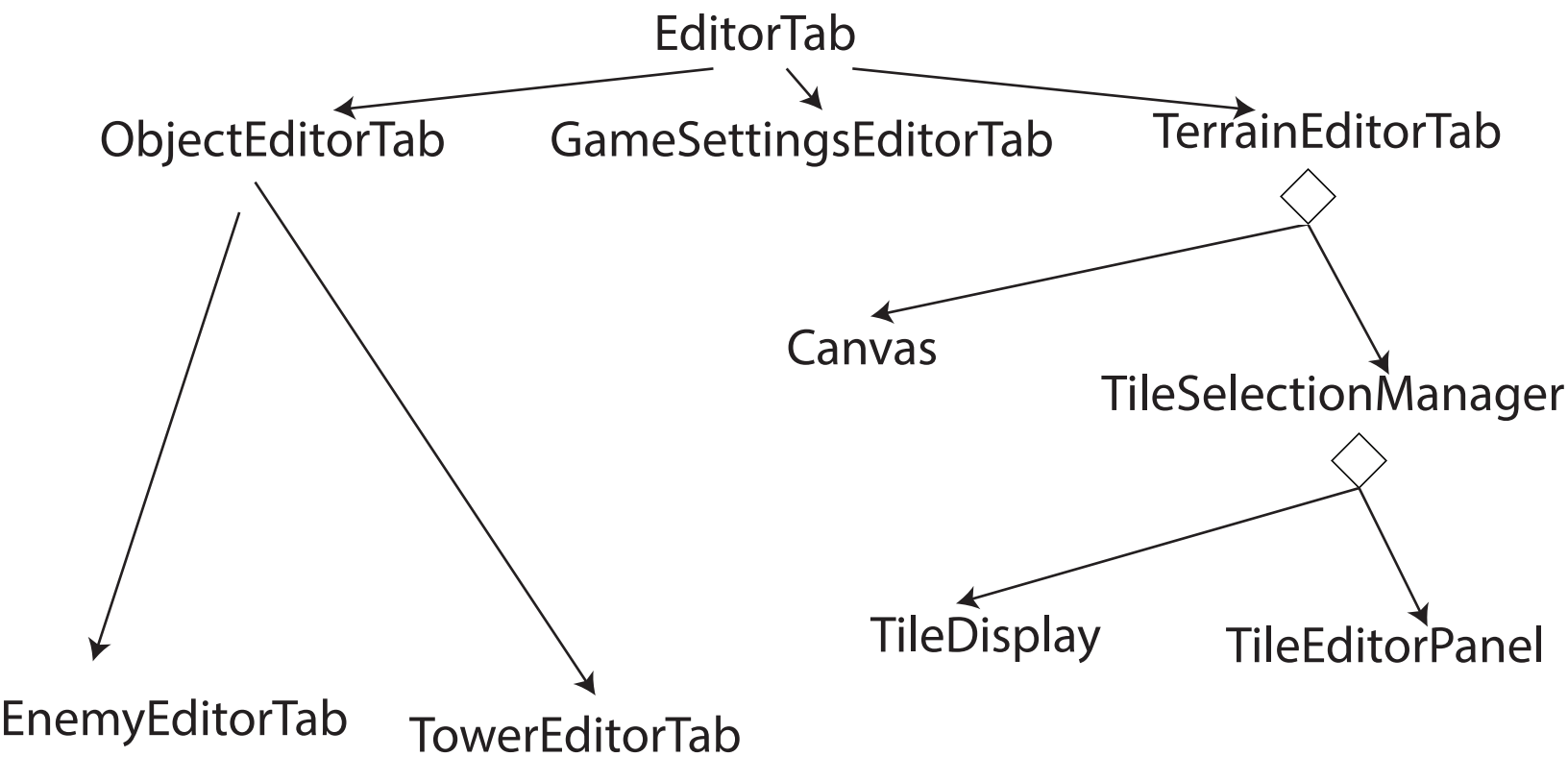


## Authoring game

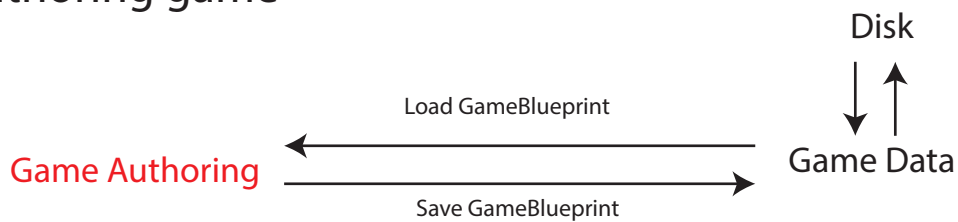


## Playing game

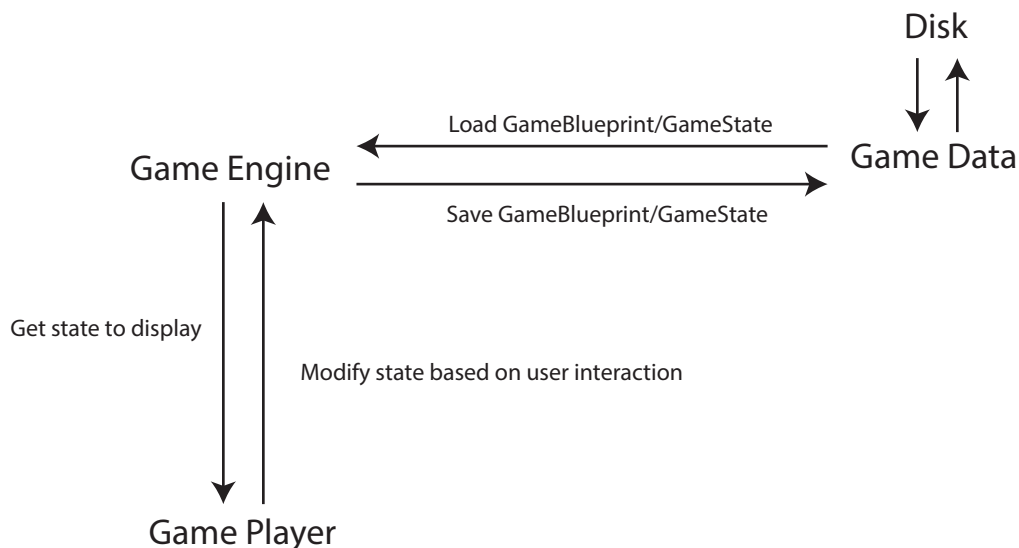




## Authoring game



## Playing game



Player (JFrame)

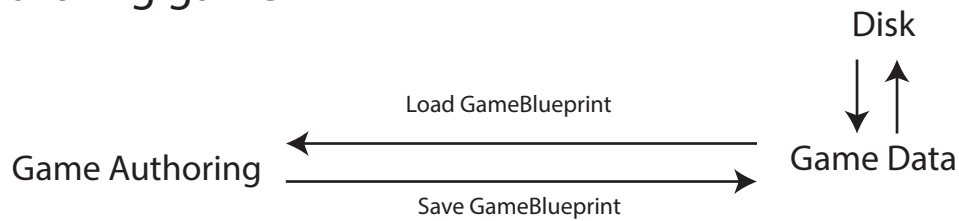
GameInfoPanel (Observing)      RepositoryViewer

UnitInfoPanel (Observing)      TDPlayerEngine (JGEngine, Subject)

We use the Observer design pattern

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### Authoring game



### Playing game

