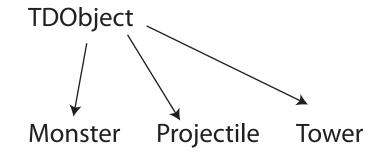
Model

Exit

Player TDObjectFactory LevelManager TDMap EnvironmentKnowledge
• spawnNextWave()



• callTowerActions (EnvironmentKnowledge environ)



Playing game

