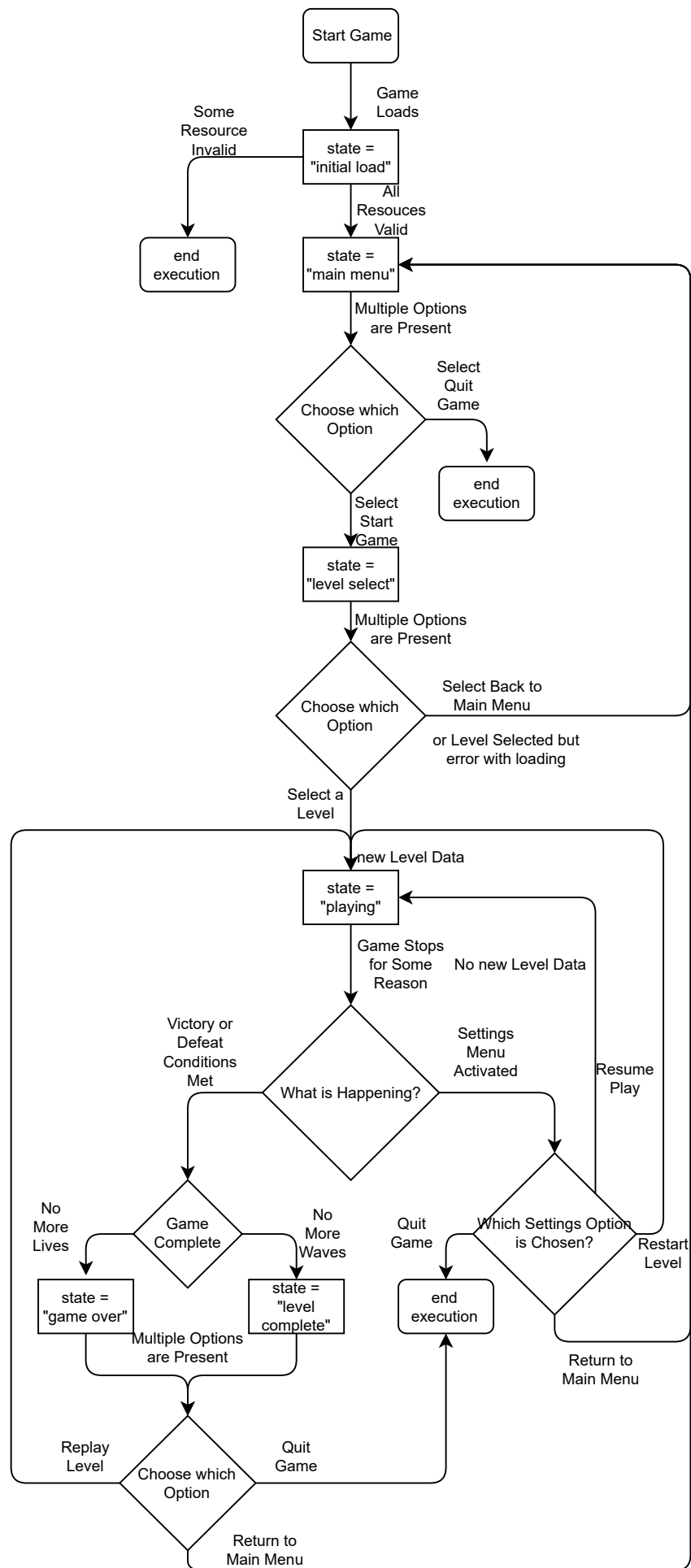
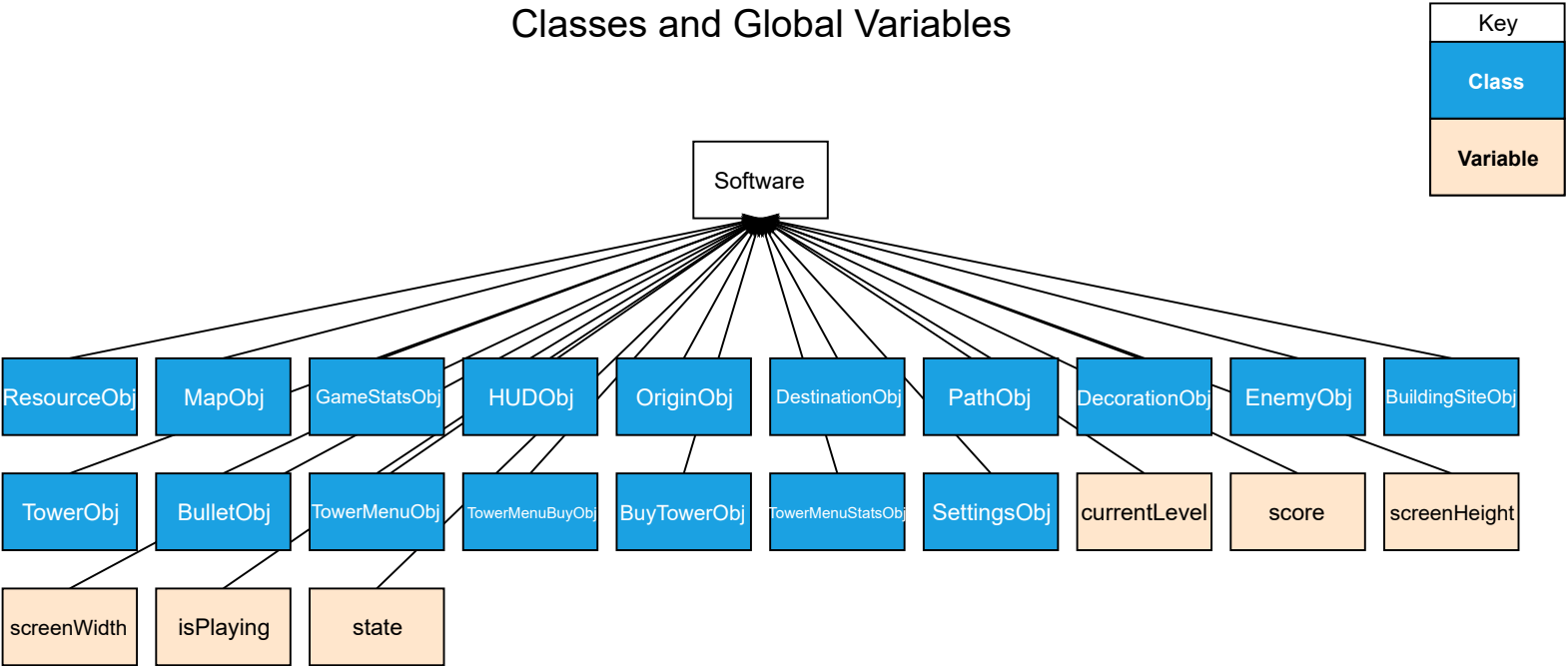


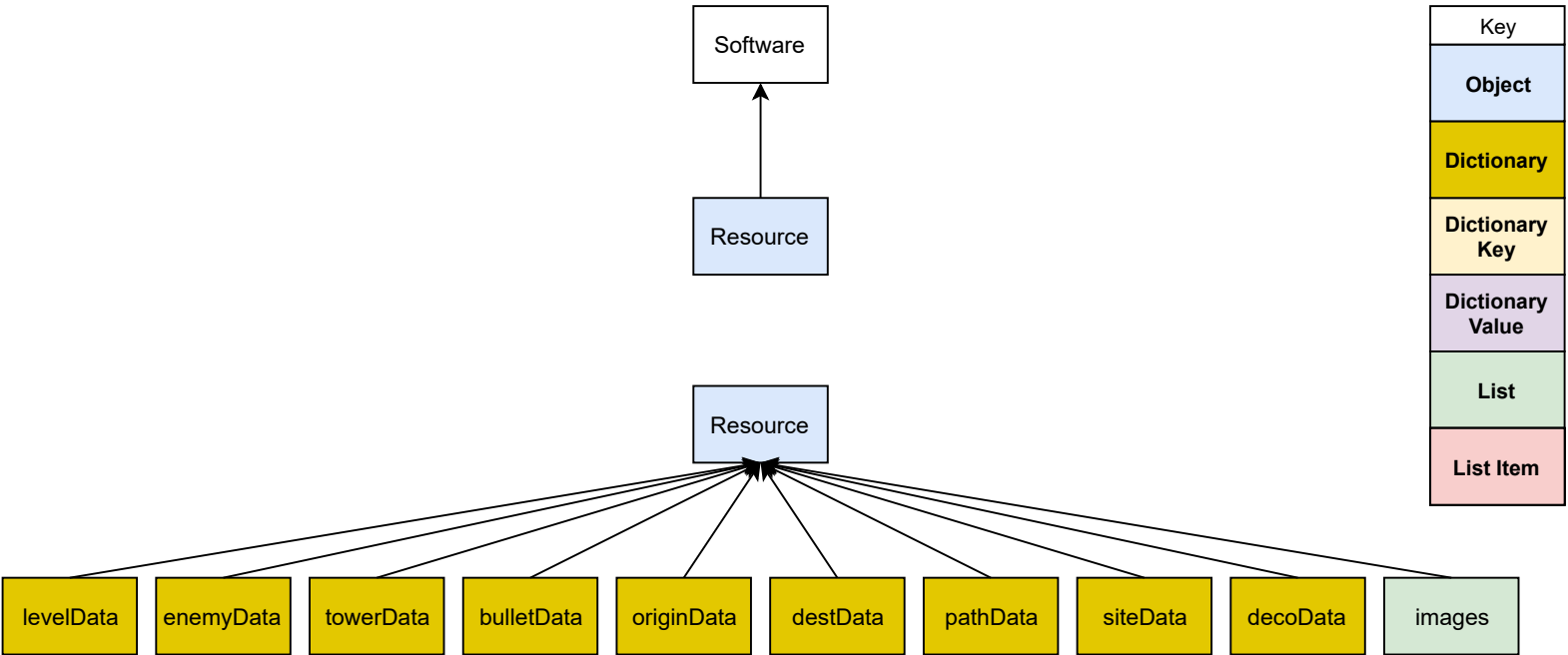
Structure Of All States Of The Software

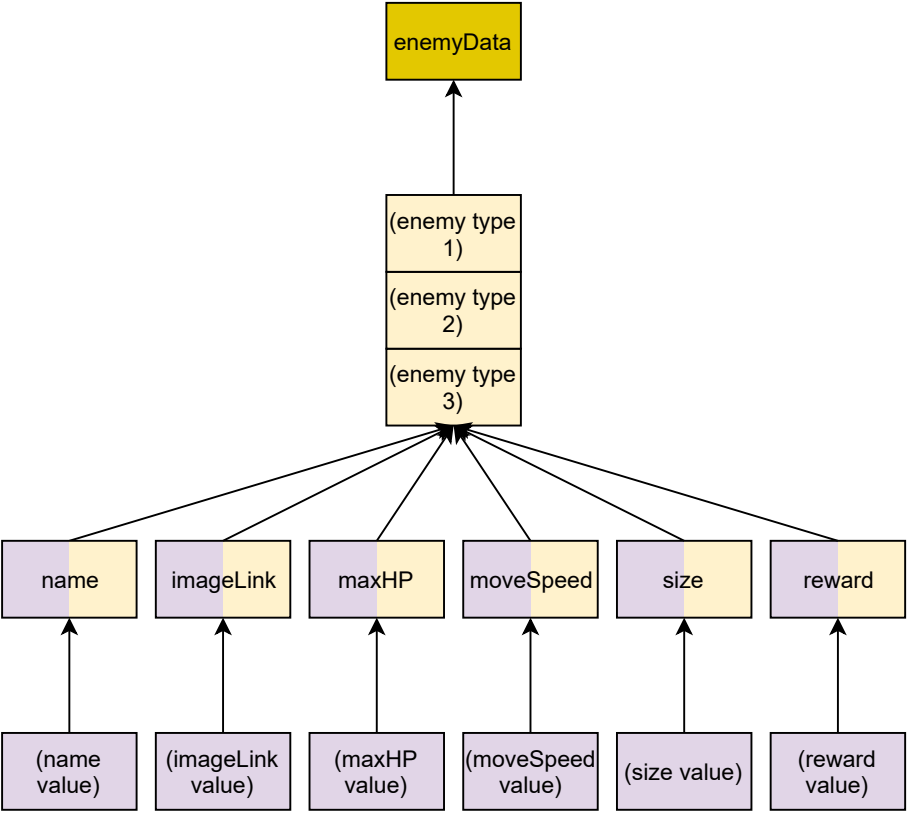
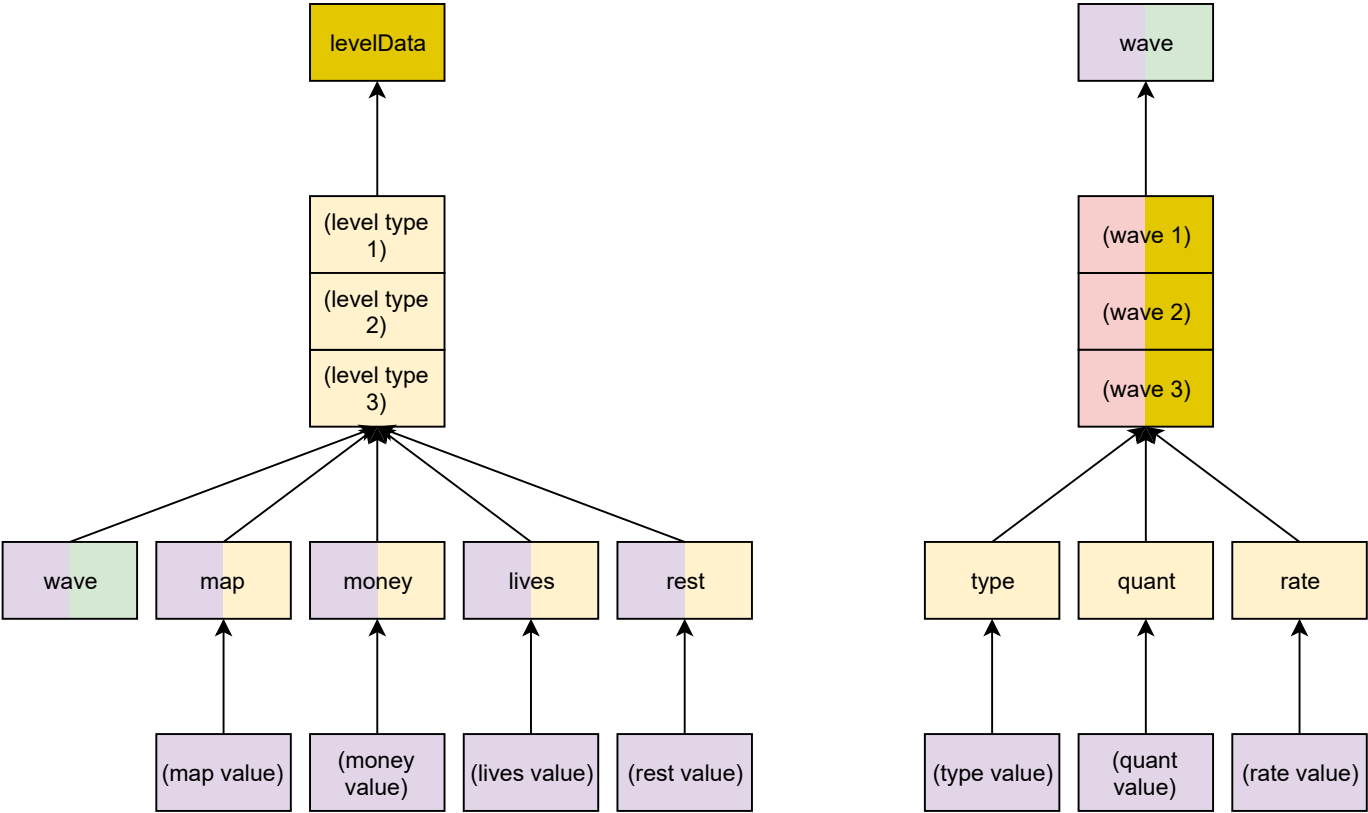


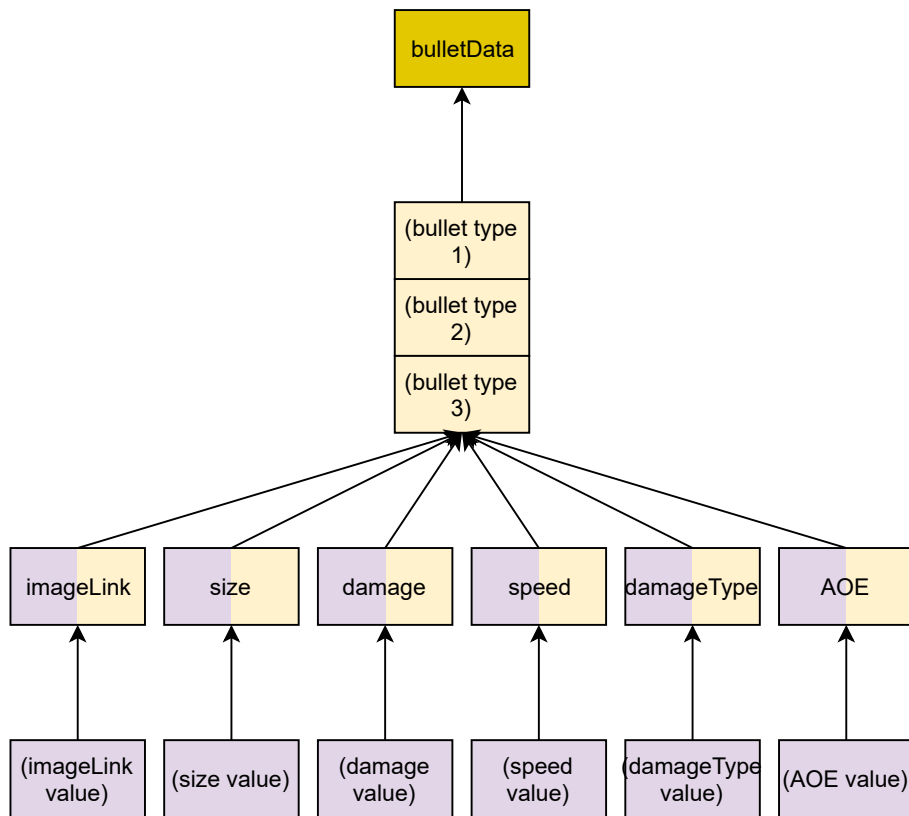
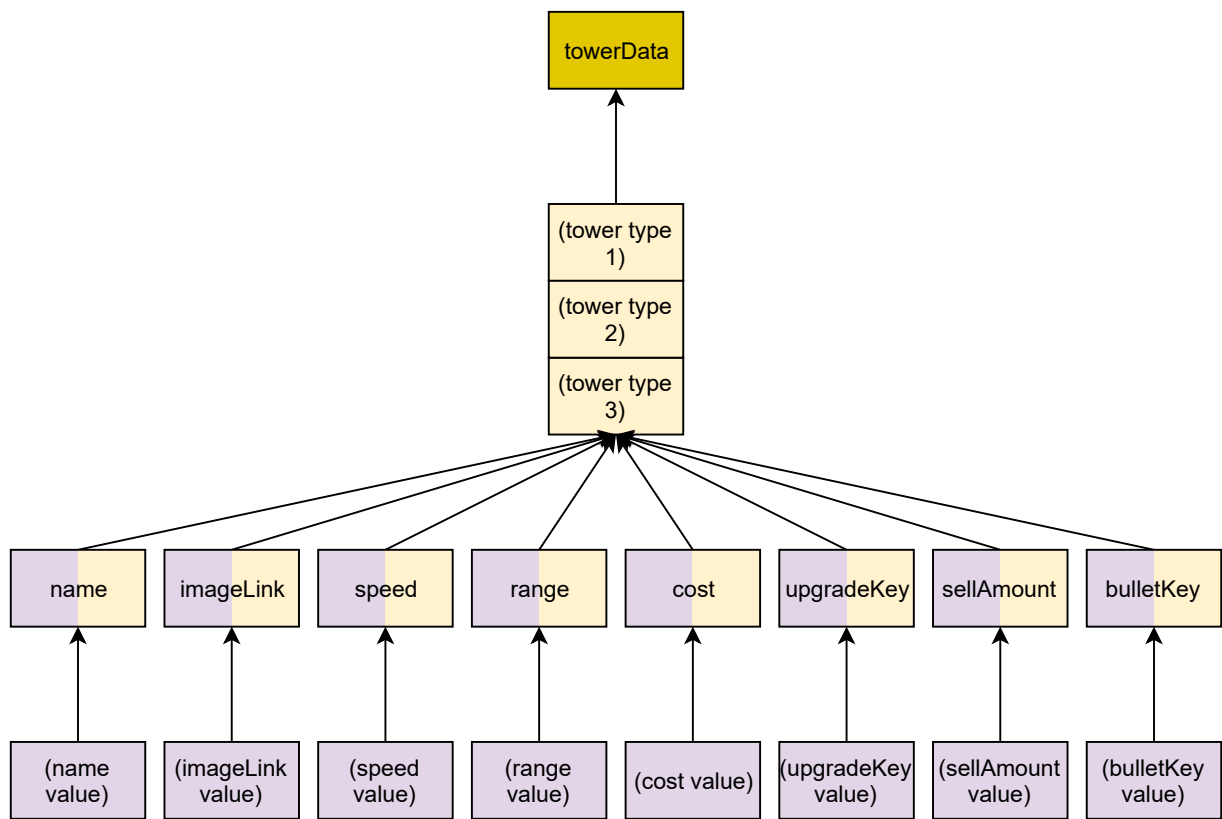
Classes and Global Variables

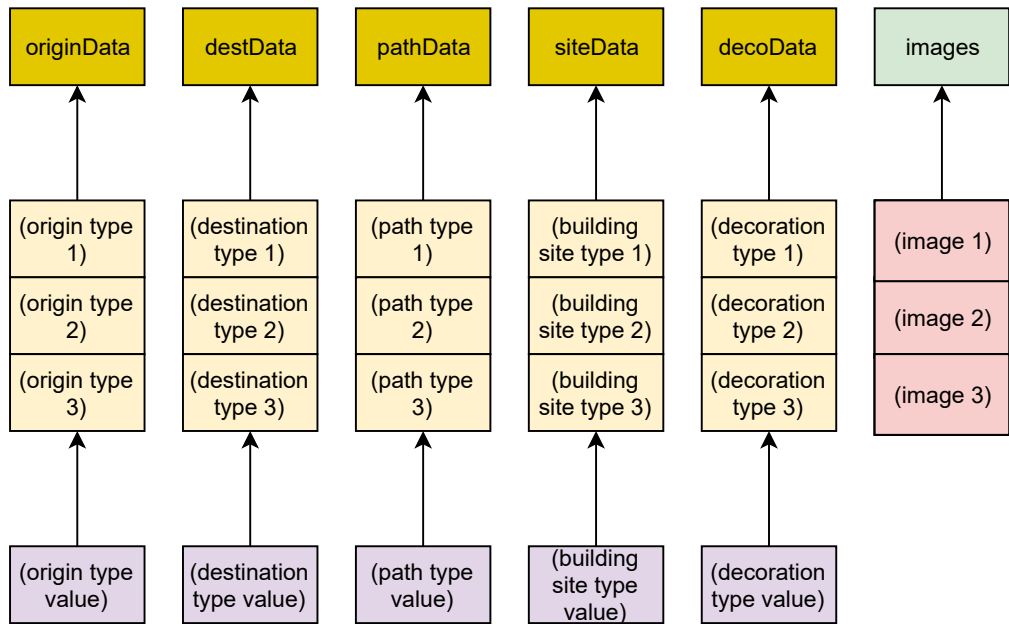


Structure of Resource

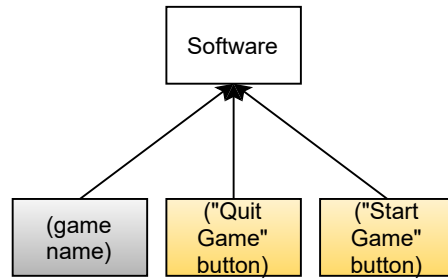








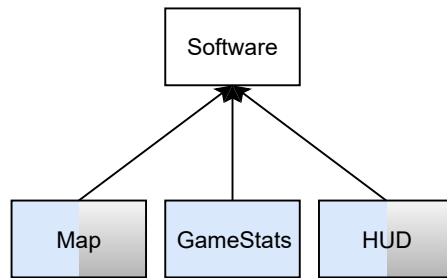
Software When state="main menu"



Note: This does not include global variables and classes.

| |
|-------------------|
| Key |
| Displayed Element |
| Button |

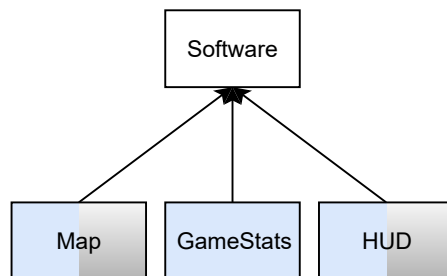
Software When state="level select"



Note: This does not include global variables and classes.

| |
|-------------------|
| Key |
| Object |
| Displayed Element |

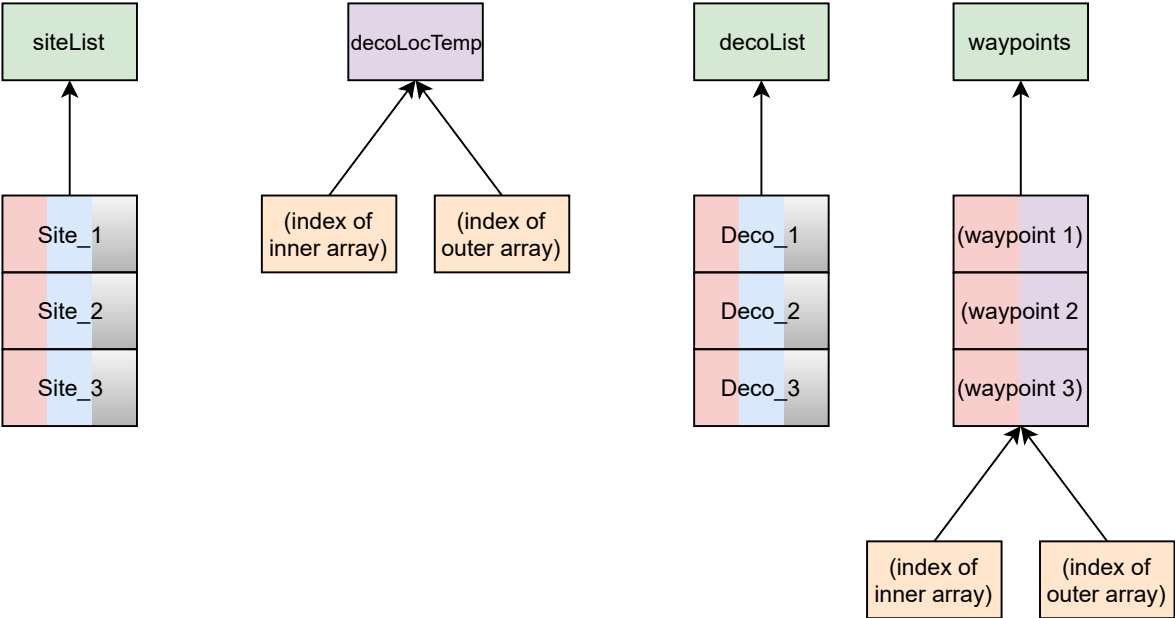
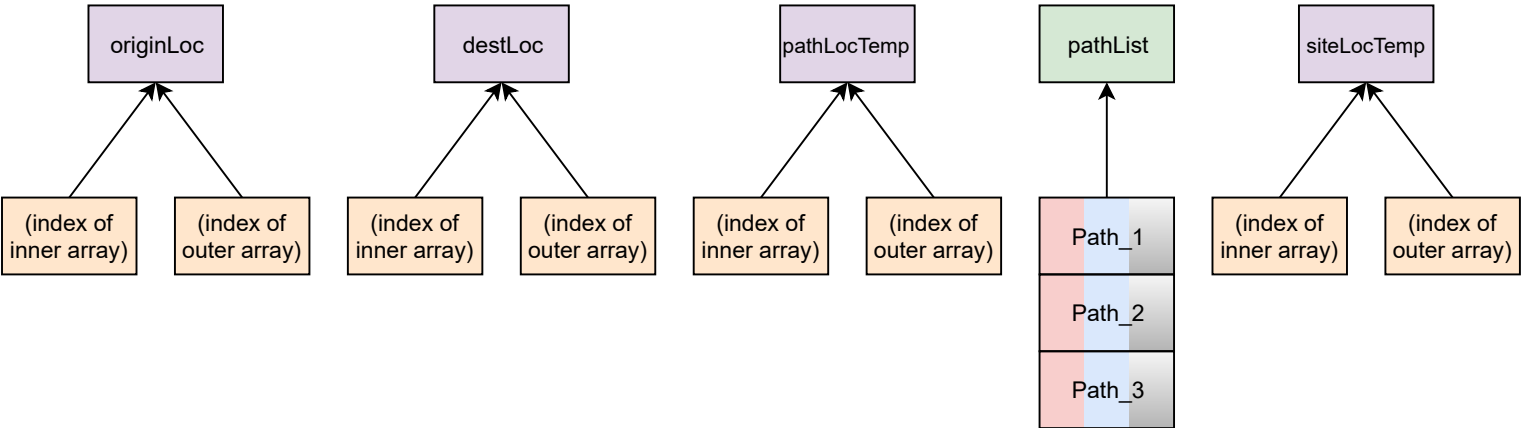
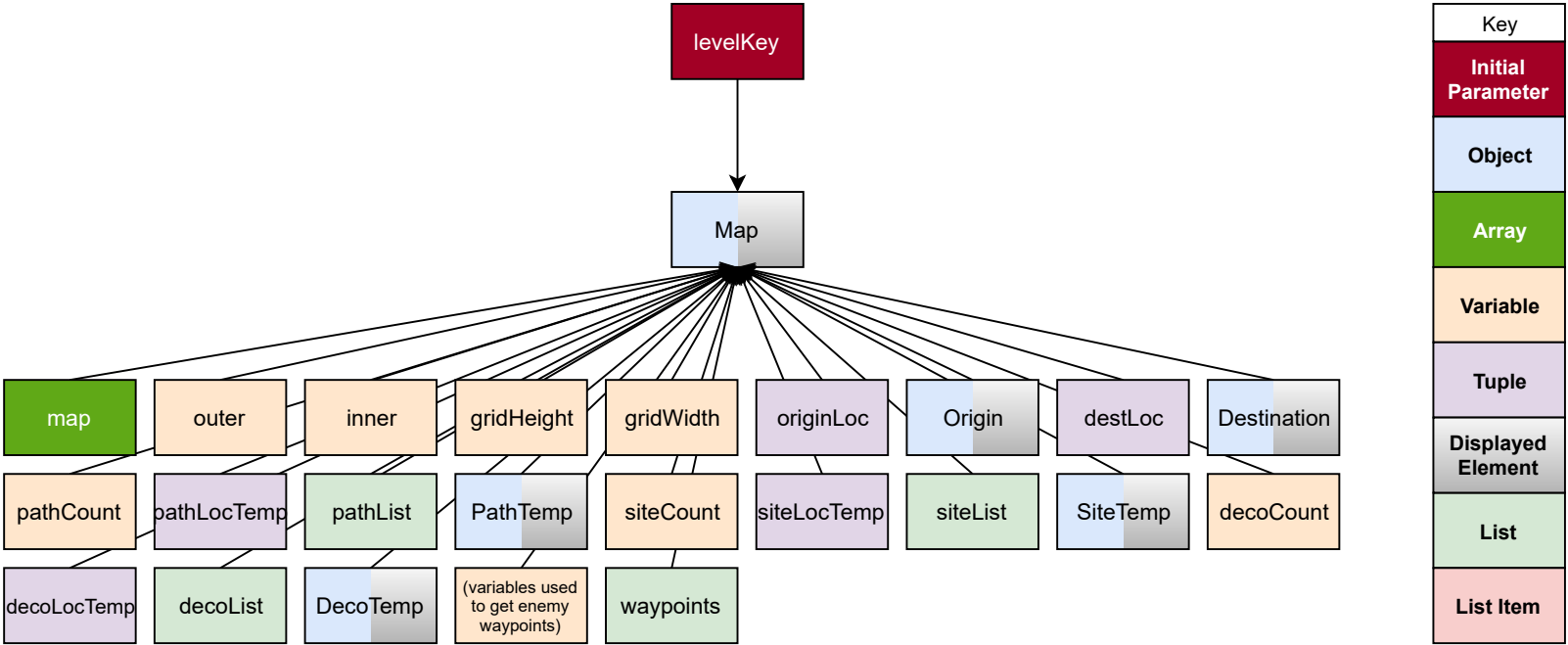
Software When state="play"



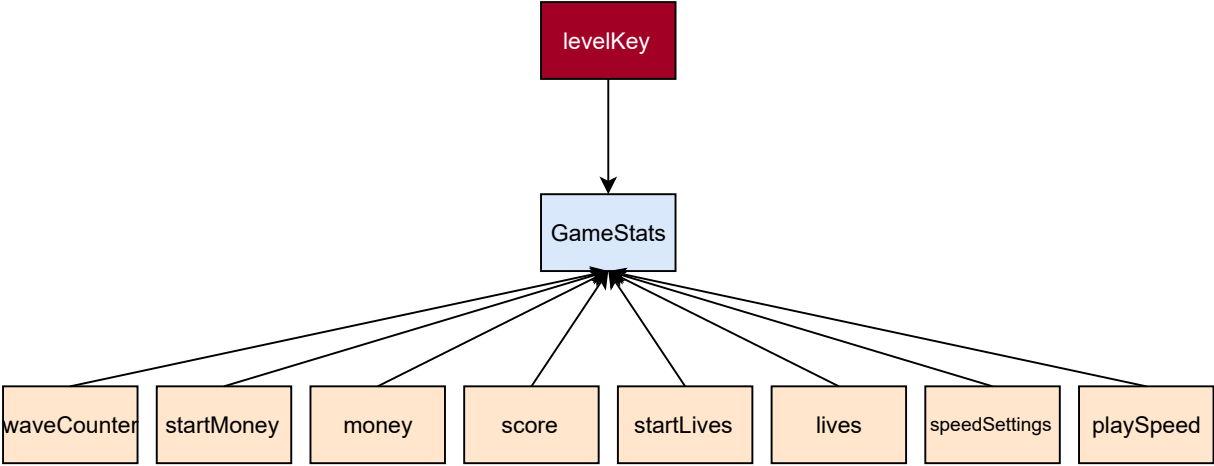
Note: This does not include global variables and classes.

| |
|-------------------|
| Key |
| Object |
| Displayed Element |

Structure of Map

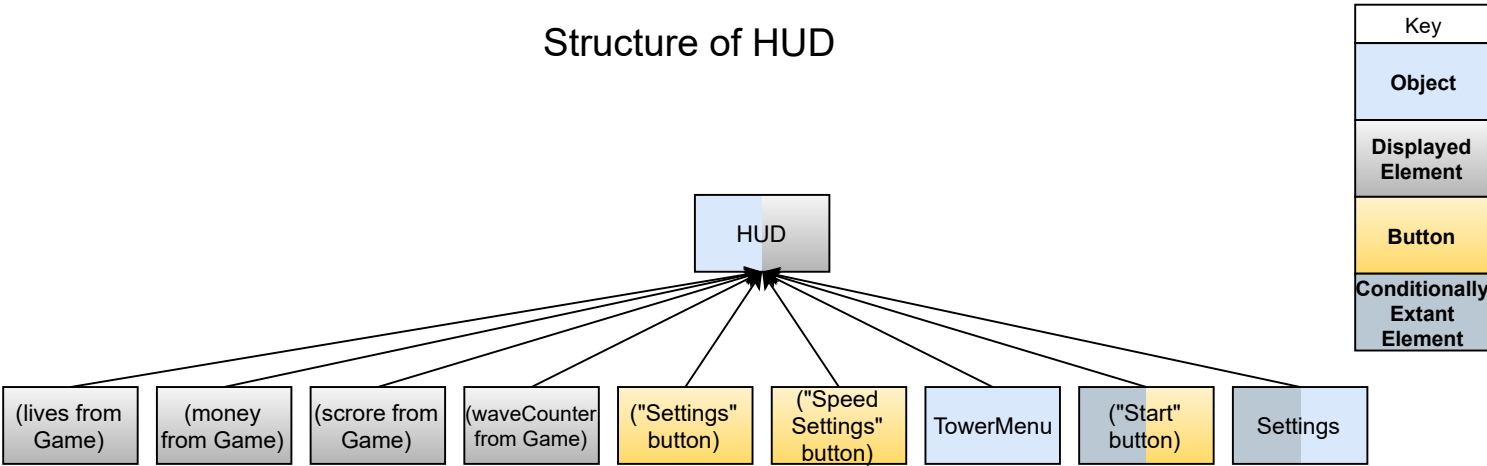


Structure of GameStats



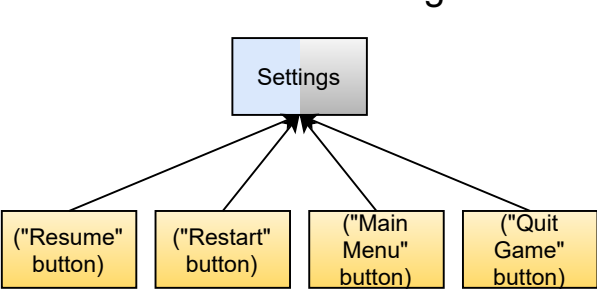
| |
|-------------------|
| Key |
| Initial Parameter |
| Object |
| Variable |

Structure of HUD



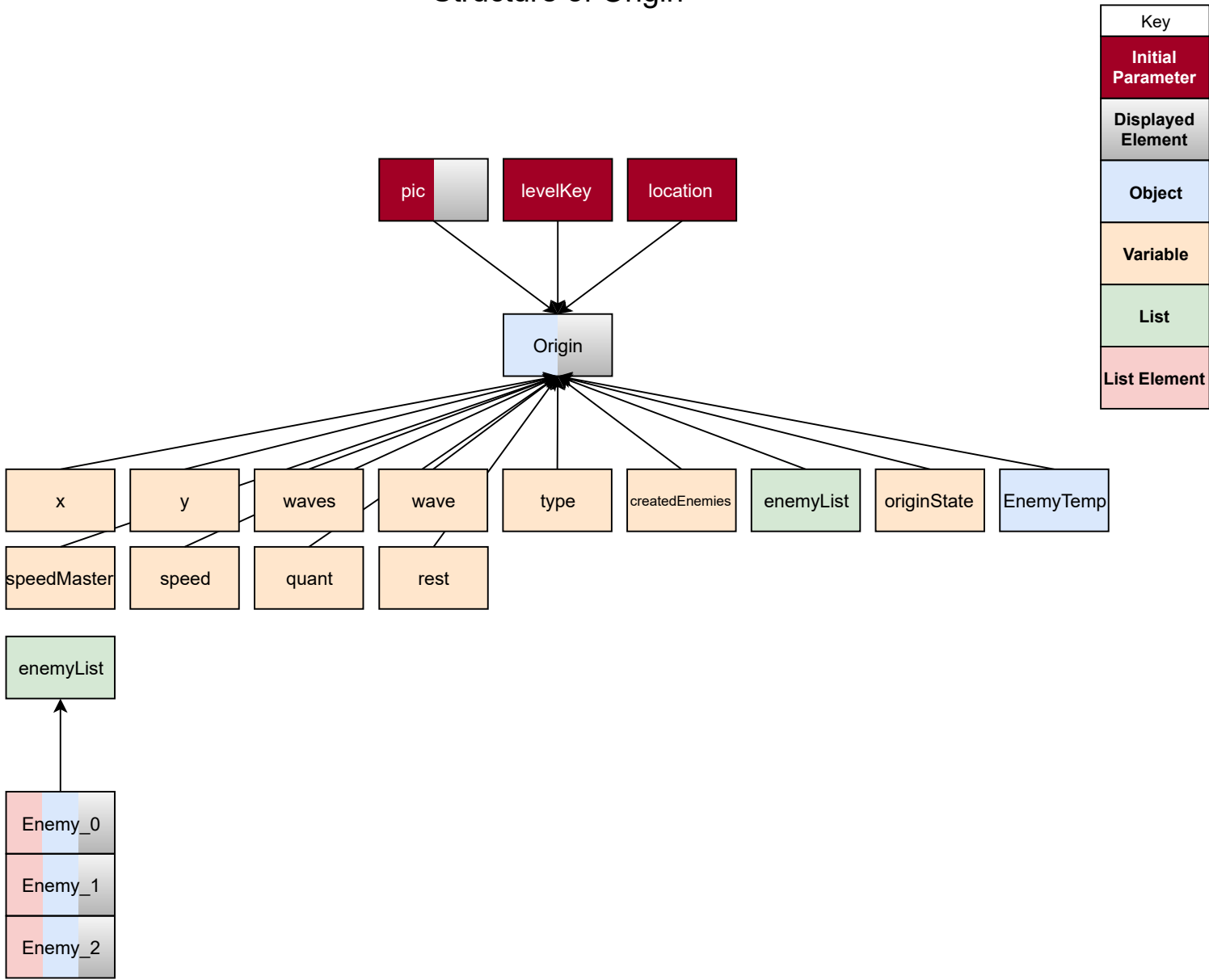
| |
|------------------------------|
| Key |
| Object |
| Displayed Element |
| Button |
| Conditionally Extant Element |

Structure of Settings

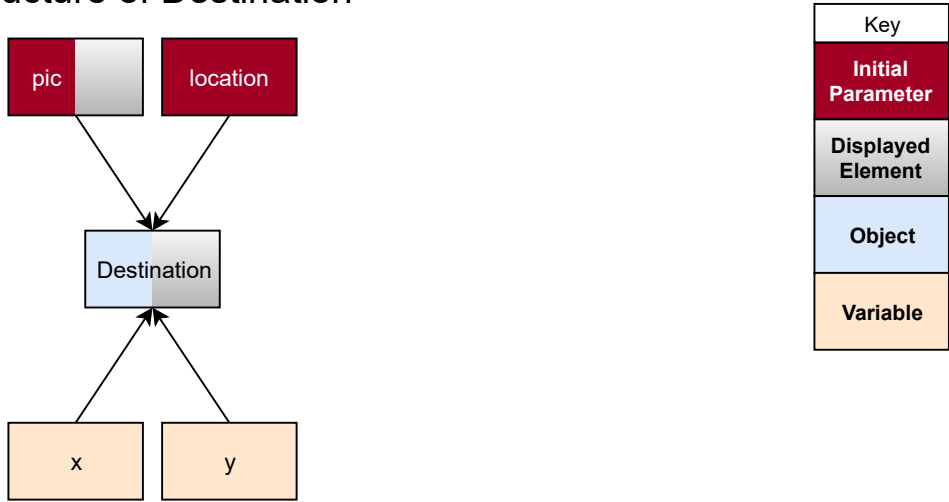


| |
|-------------------|
| Key |
| Object |
| Displayed Element |
| Button |

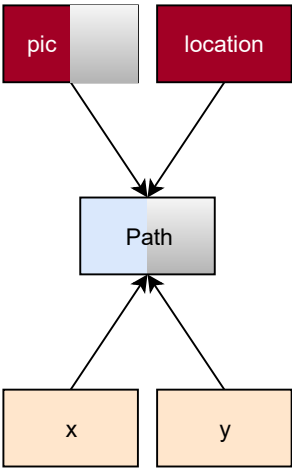
Structure of Origin



Structure of Destination

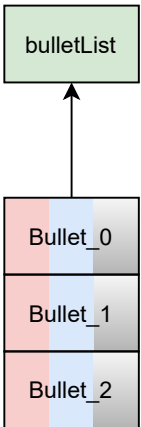
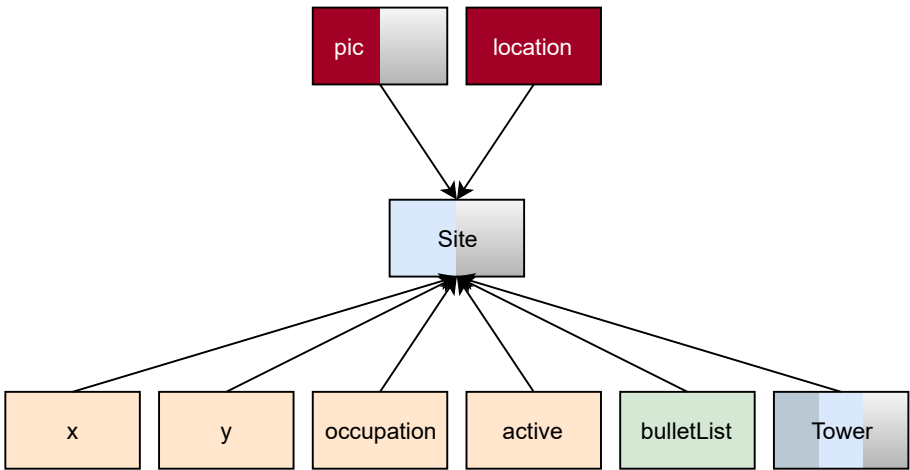


Structure of Path



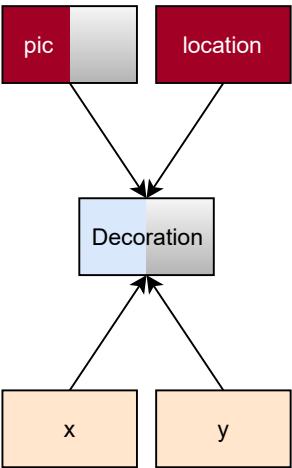
| Key |
|-------------------|
| Initial Parameter |
| Displayed Element |
| Object |
| Variable |

Structure of Site



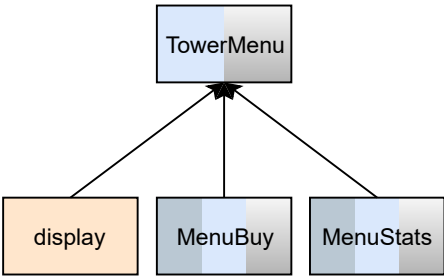
| Key |
|------------------------------|
| Initial Parameter |
| Displayed Element |
| Object |
| Variable |
| List |
| Conditionally Extant Element |
| List Item |

Structure of Decoration



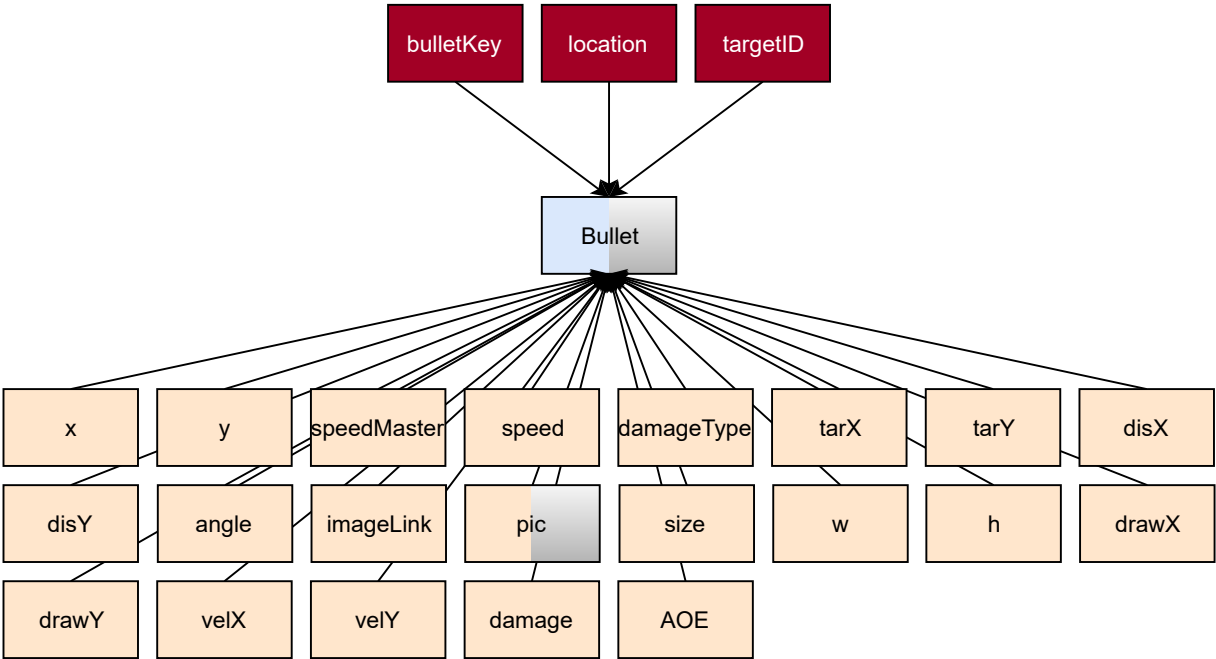
| Key |
|-------------------|
| Initial Parameter |
| Displayed Element |
| Object |
| Variable |

Structure of TowerMenu



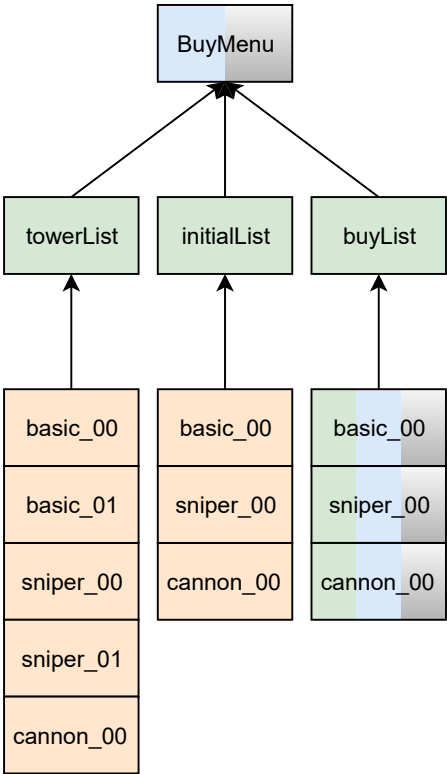
| |
|-----------------------------|
| Key |
| Object |
| Variable |
| Conditinally Extant Element |
| Displayed Element |

Structure of Bullet



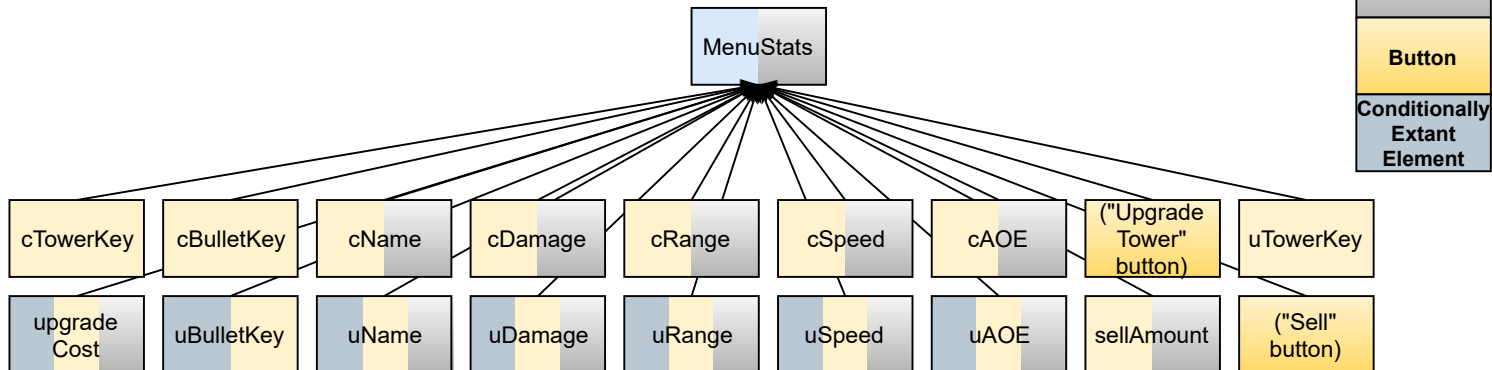
| |
|-------------------|
| Key |
| Initial Parameter |
| Object |
| Variable |
| Displayed Element |

Structure of BuyMenu

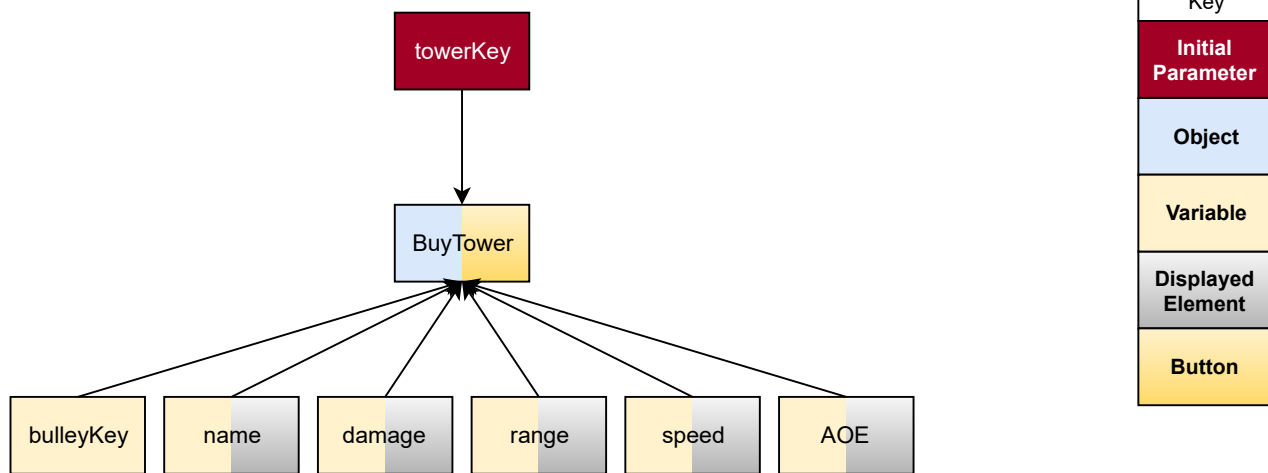


| |
|-------------------|
| Key |
| Object |
| Displayed Element |
| Variable |
| Variable |

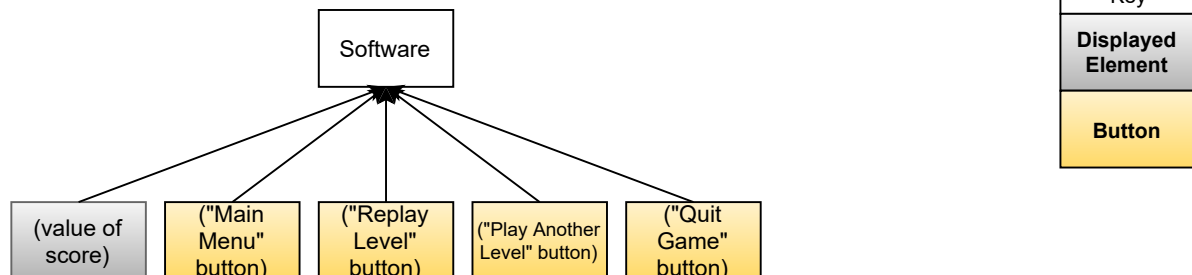
Structure of MenuStats



Structure of BuyTower



Software When state="level complete"



Software When state="game over"

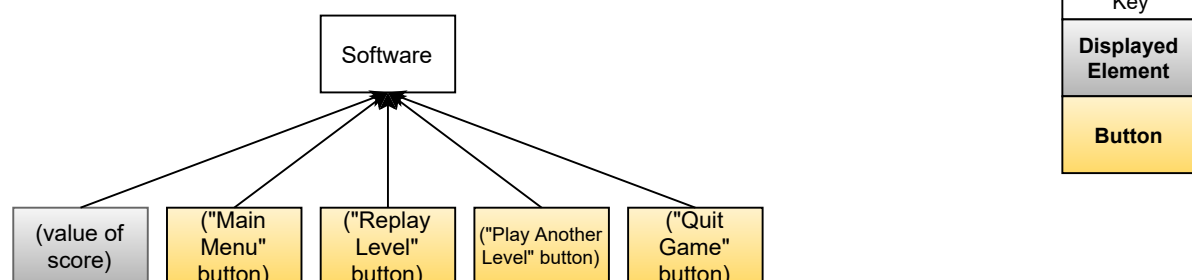
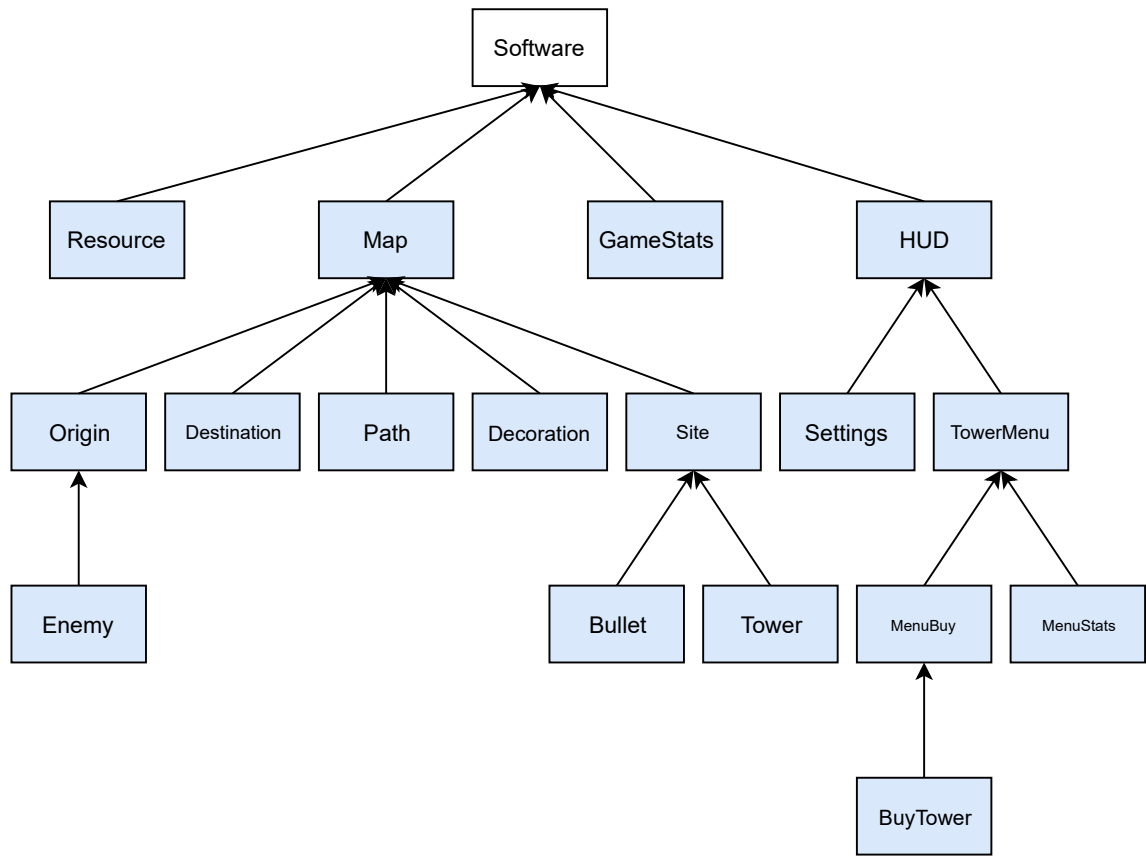


Diagram Of Where Different Objects Would Be Found In The Software



*Note: Not all of of these objects would exist at the same time. This just demonstrates where these objects would be found when they do exist.

Diagram Of All Objects That Read Data From Resource

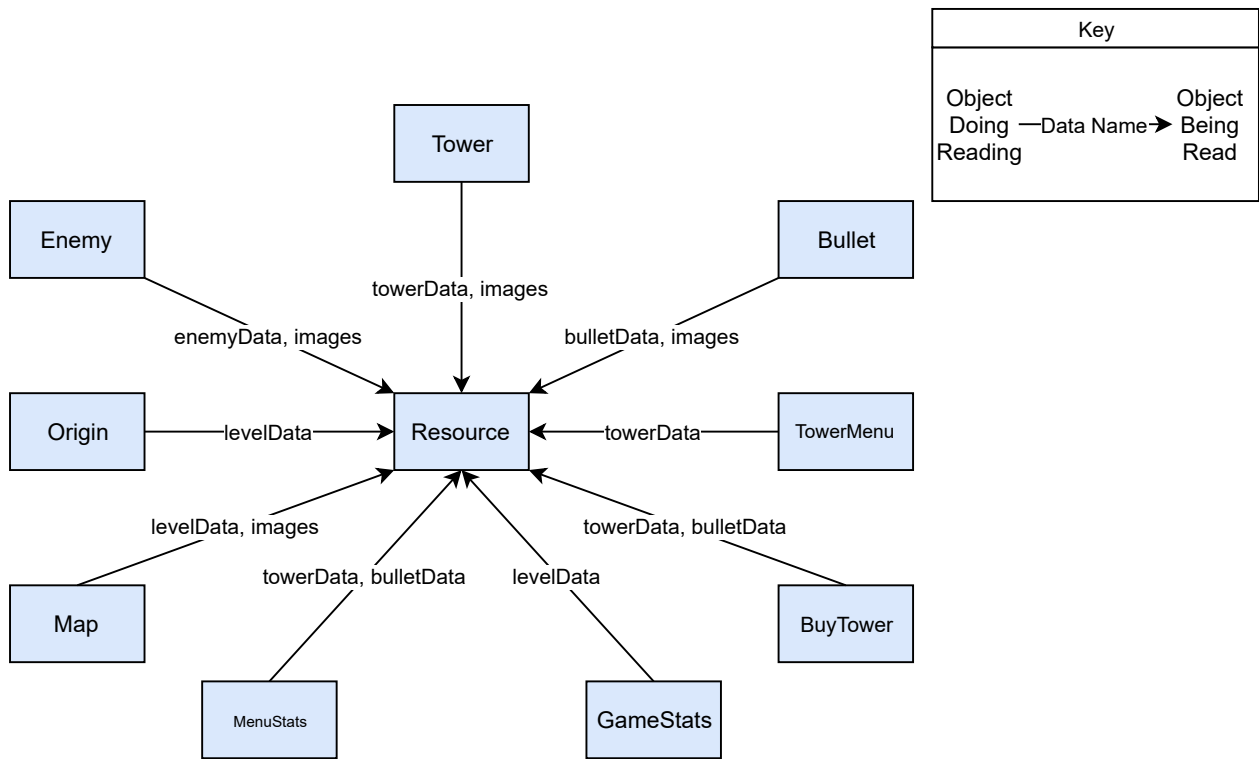
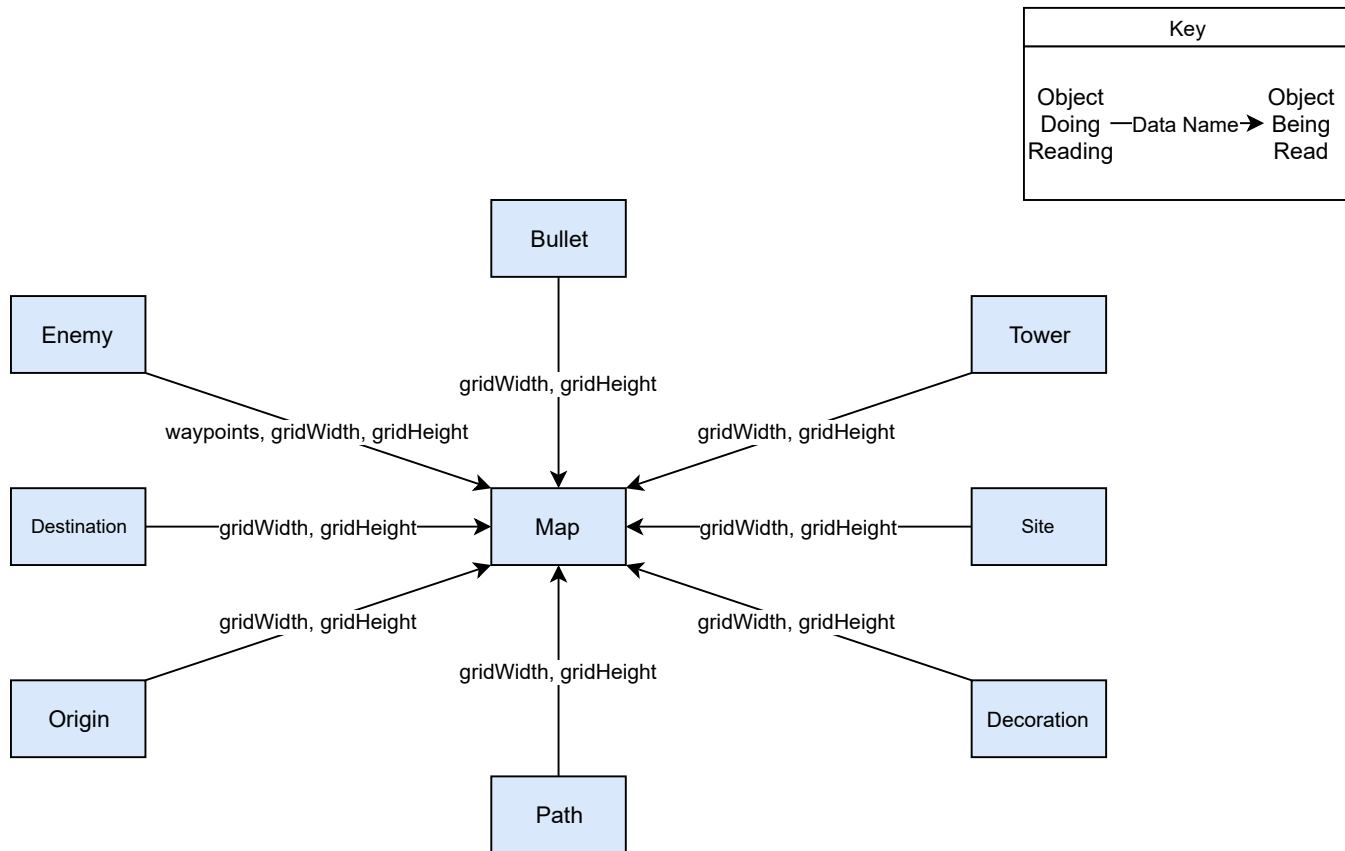


Diagram Of All Objects That Read Data From Map



Diagrams Of All Objects That Read Data From And Write Data To Origin

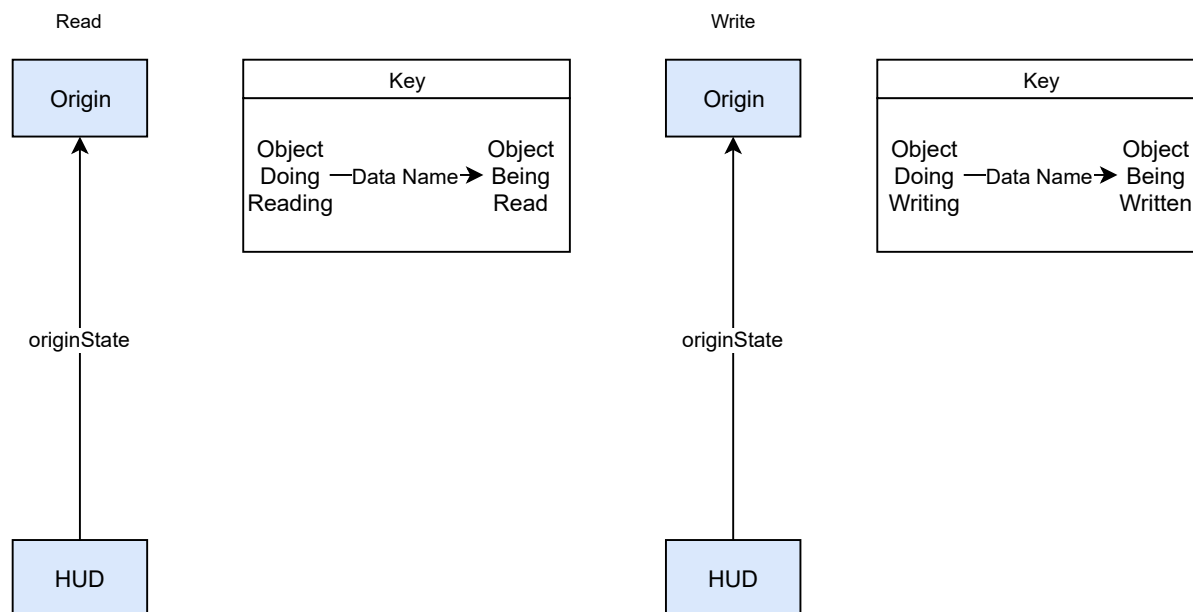
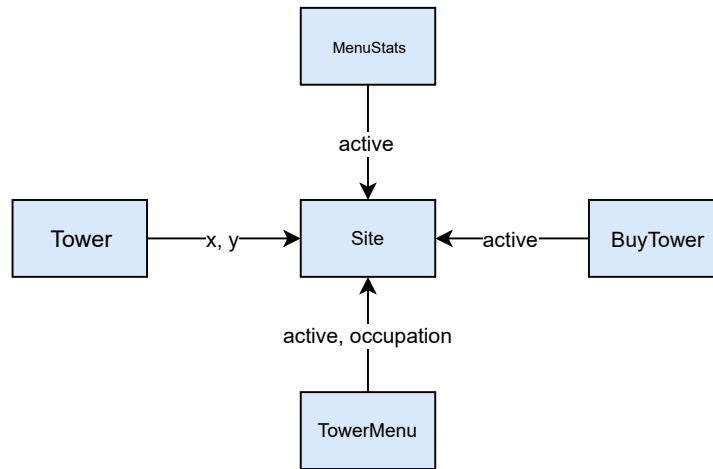
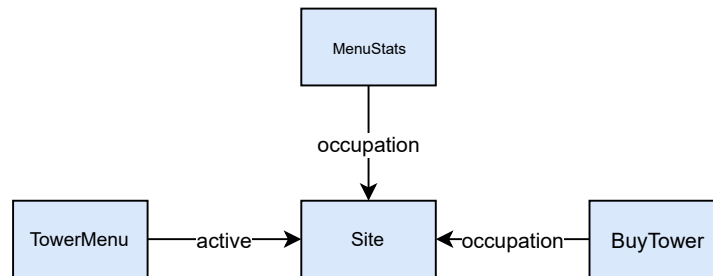


Diagram Of All Objects That Read Data From Site



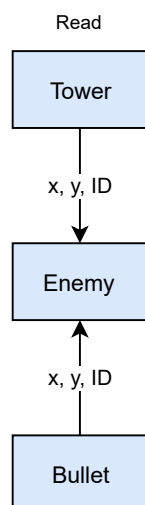
| Key | |
|----------------------|-------------------|
| Object Doing Reading | Object Being Read |

Diagram Of All Objects That Write Data To Site

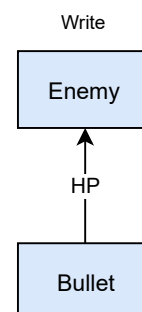


| Key | |
|----------------------|----------------------|
| Object Doing Writing | Object Being Written |

Diagrams Of All Objects That Read Data From And Write Data To Enemy



| Key | |
|----------------------|-------------------|
| Object Doing Reading | Object Being Read |



| Key | |
|----------------------|----------------------|
| Object Doing Writing | Object Being Written |