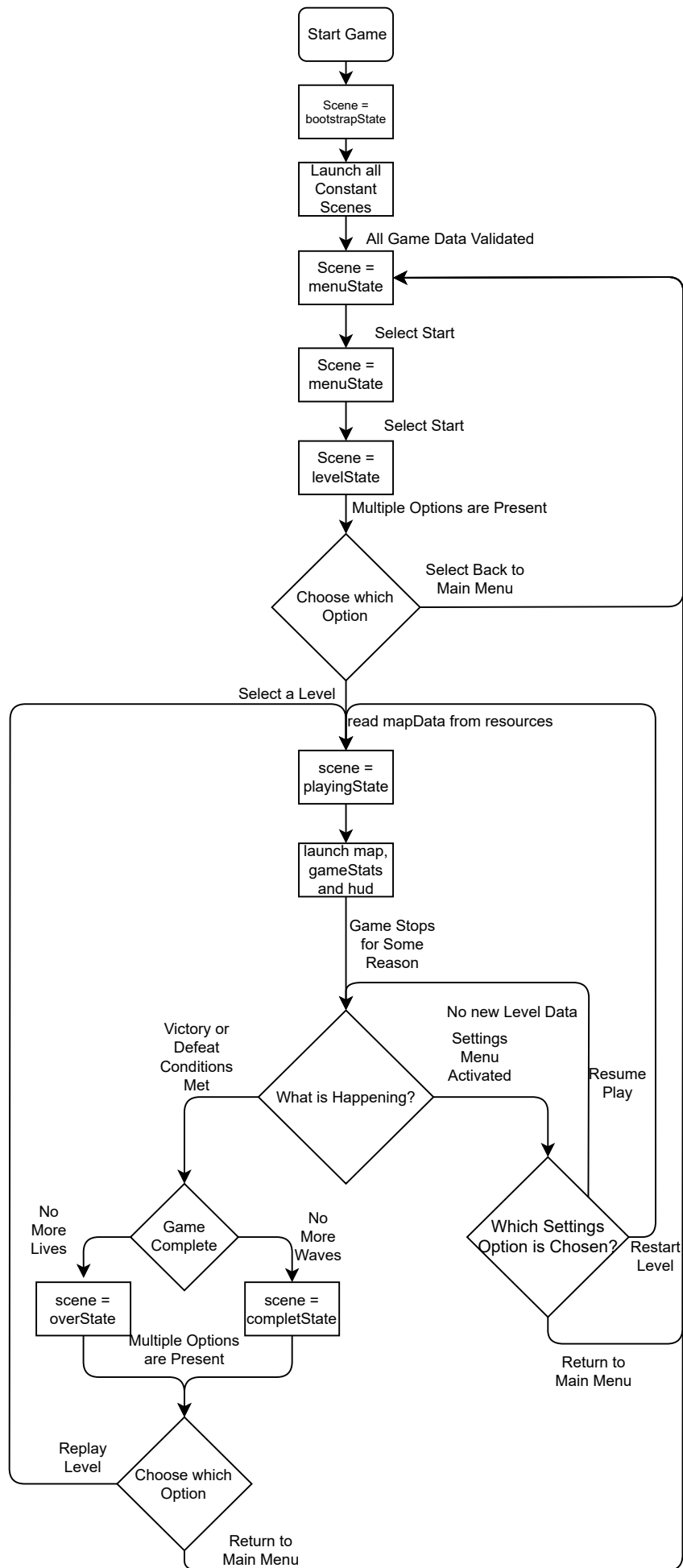
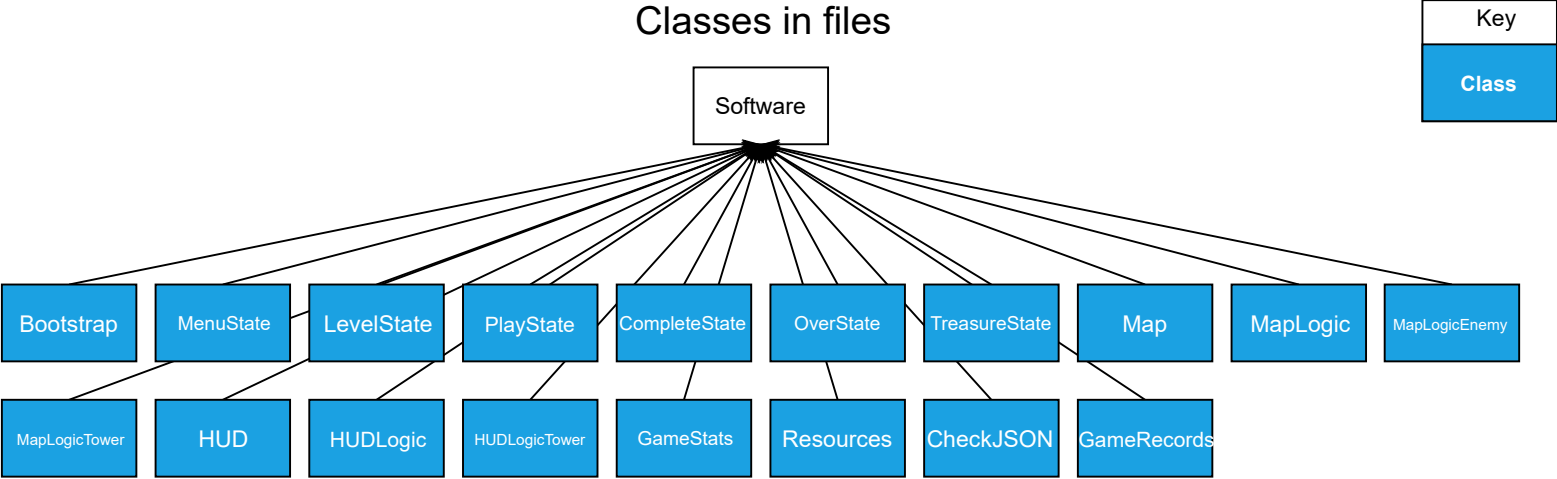


Structure Of All Scenes Of The Software

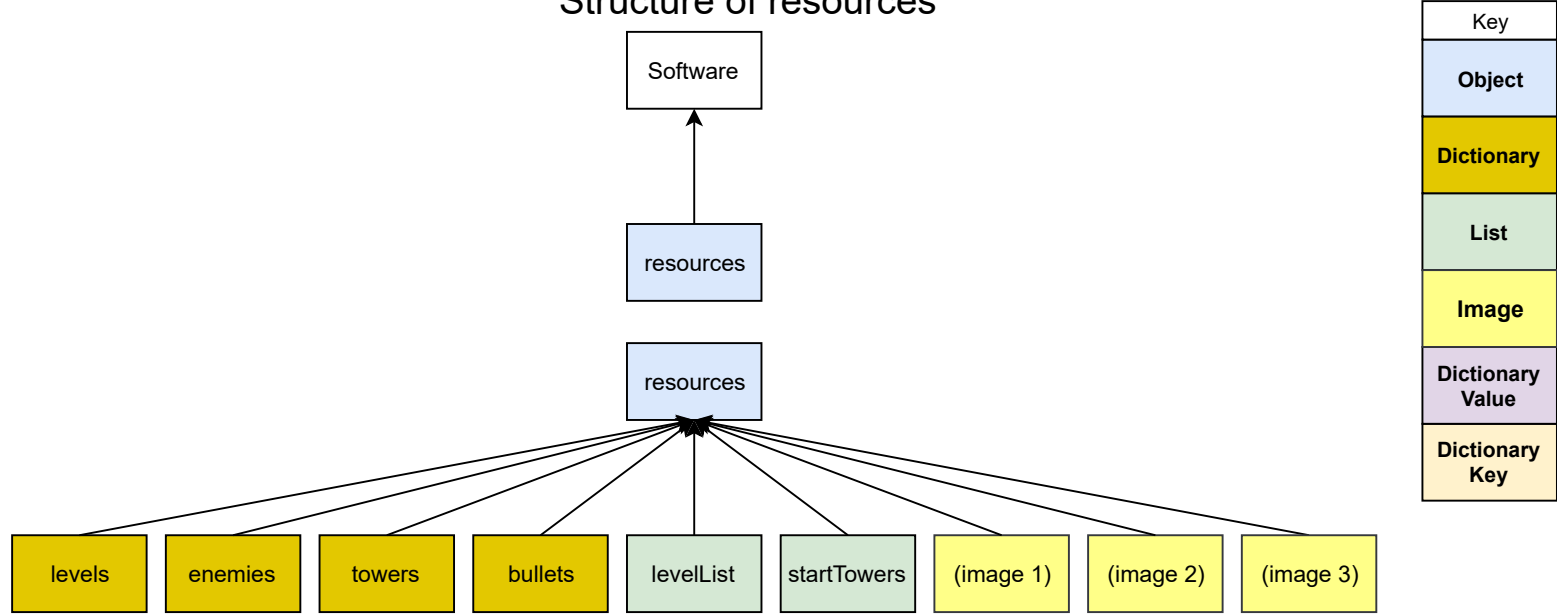


Classes in files

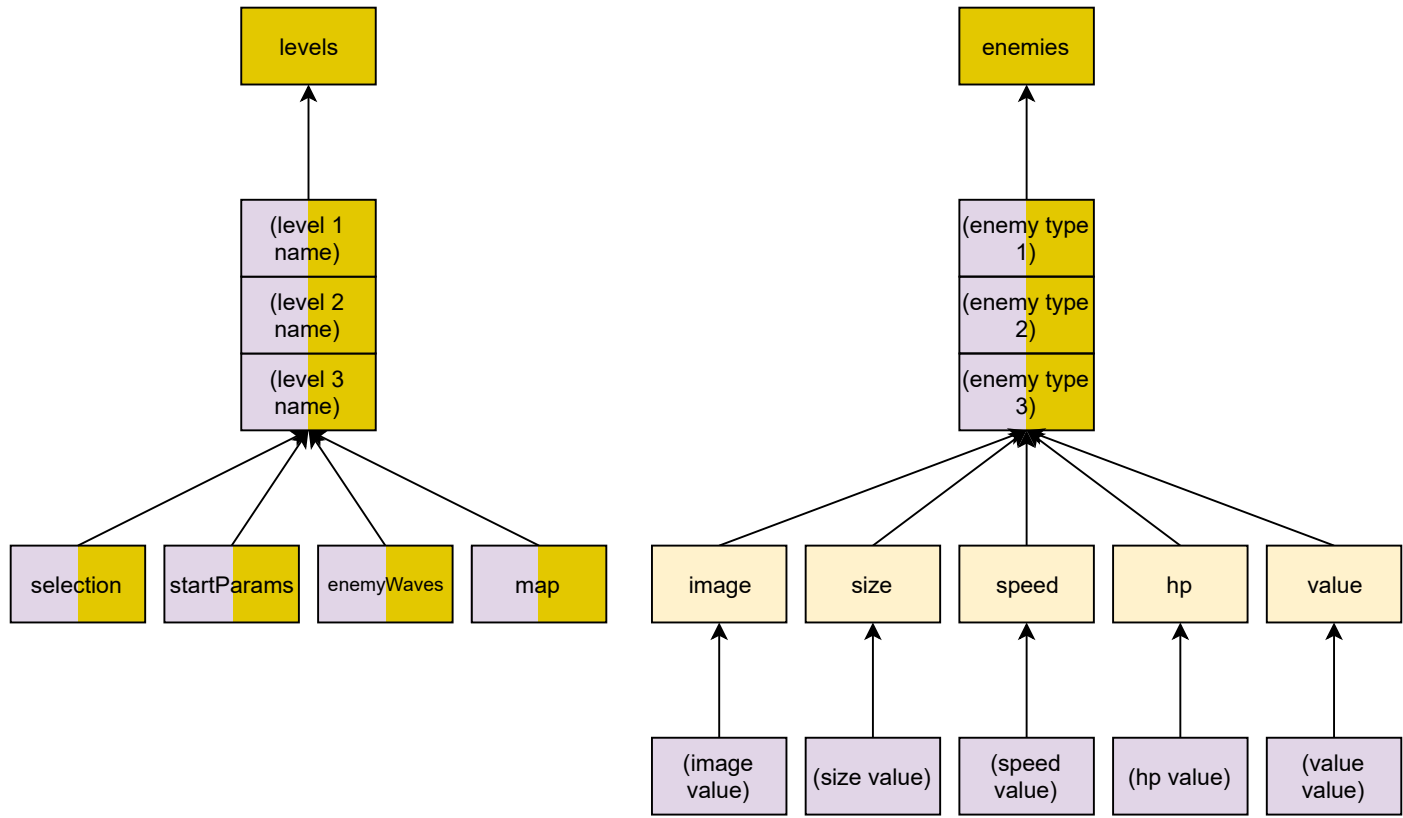


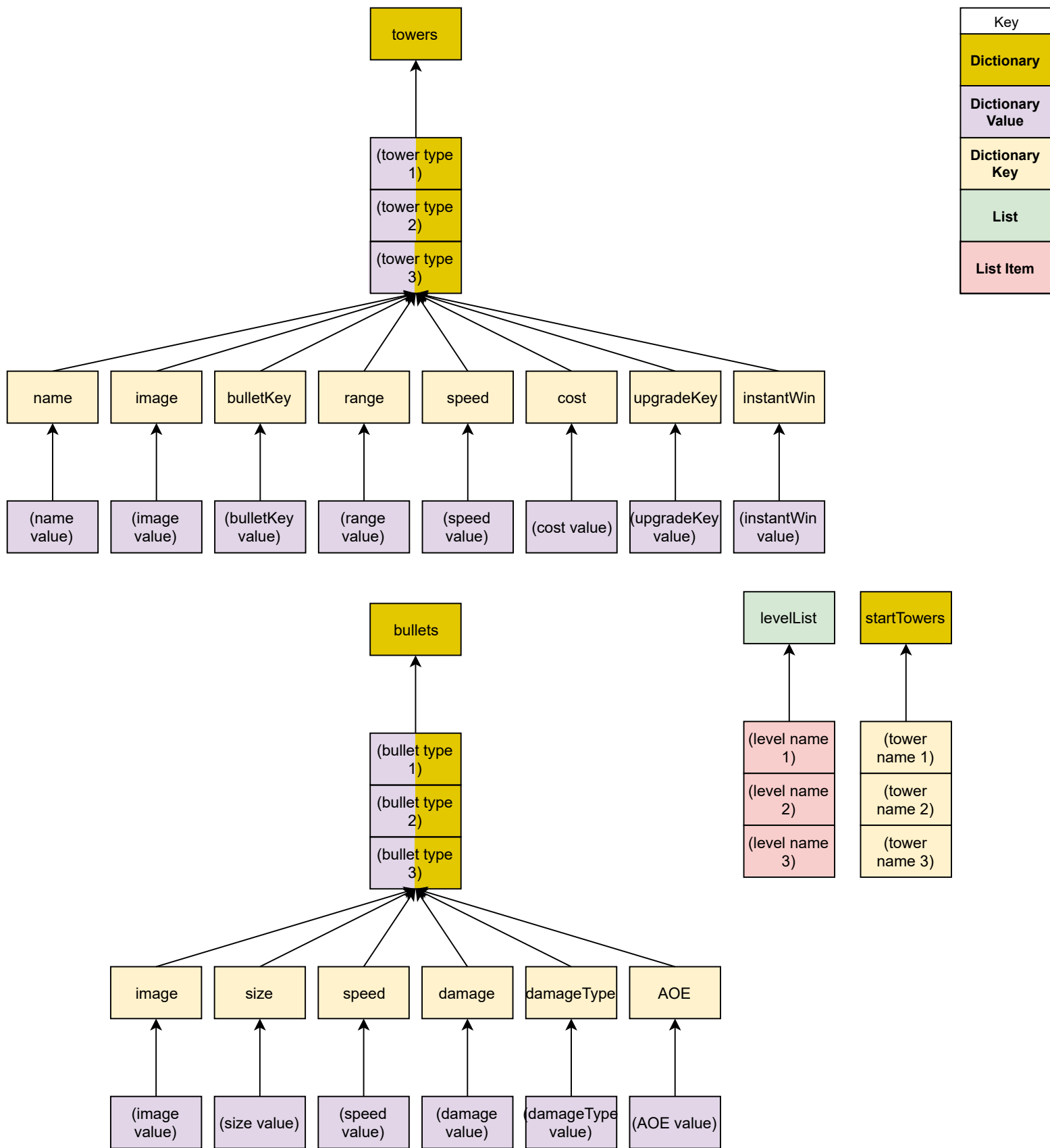
Key
Class

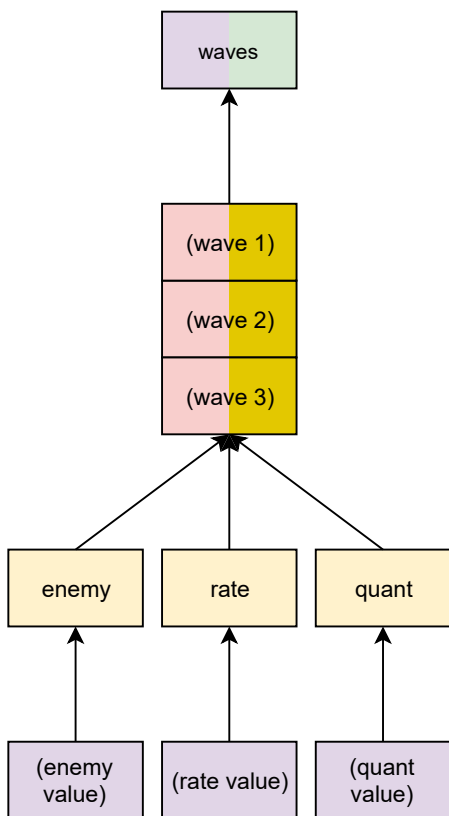
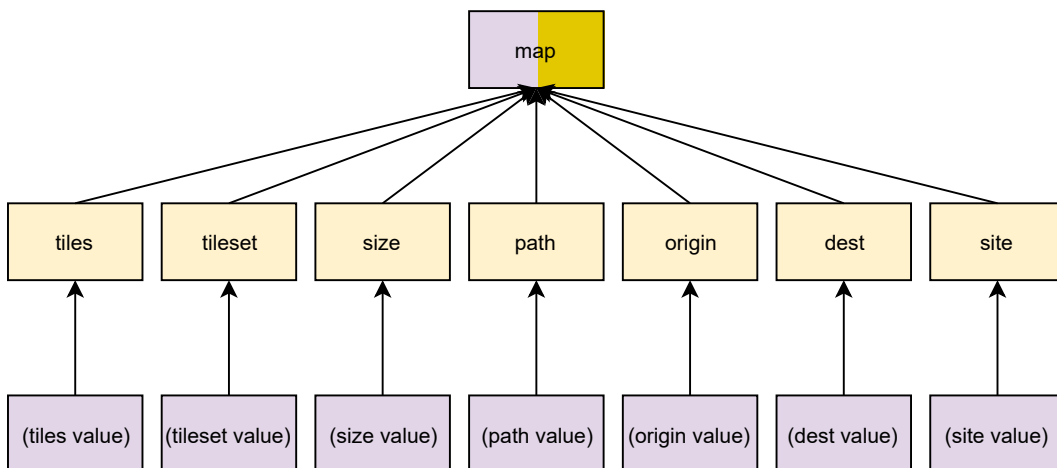
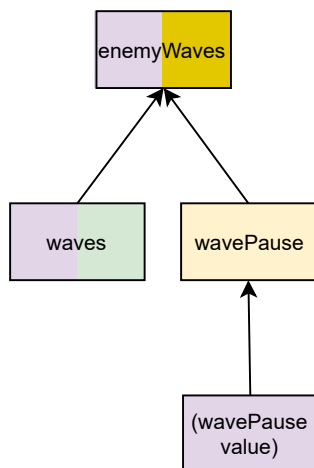
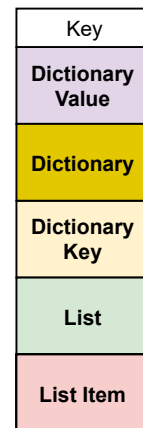
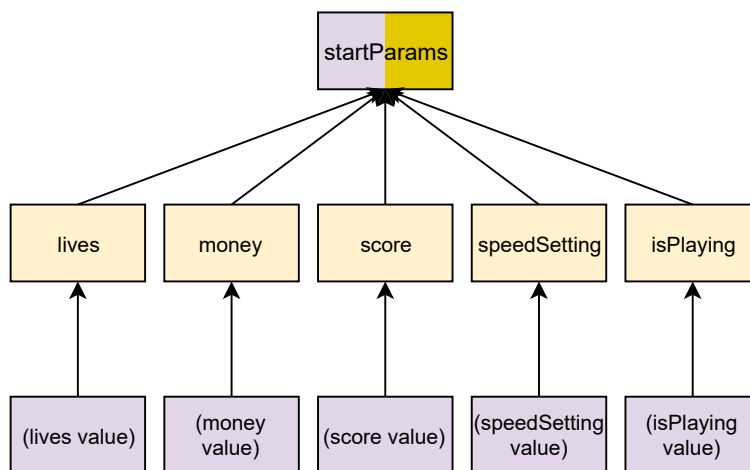
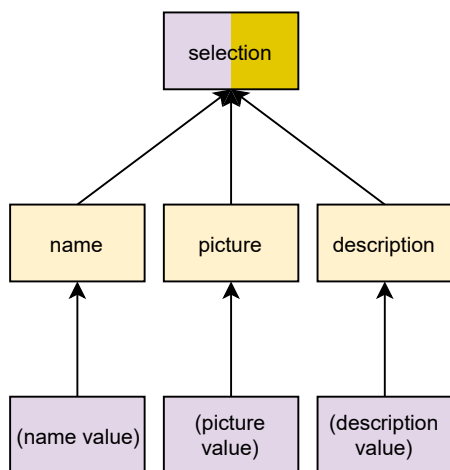
Structure of resources



Key
Object
Dictionary
List
Image
Dictionary Value
Dictionary Key



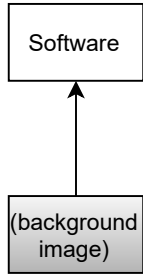




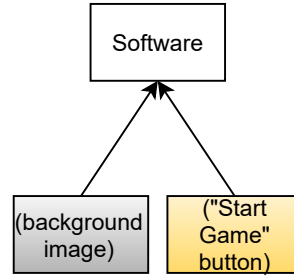
Software When at Different Scenes

Key
Displayed Element
Button
Object

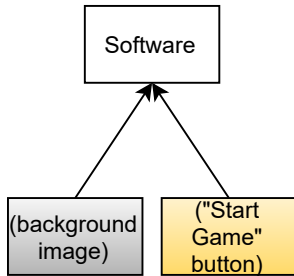
Scene = bootstrapState



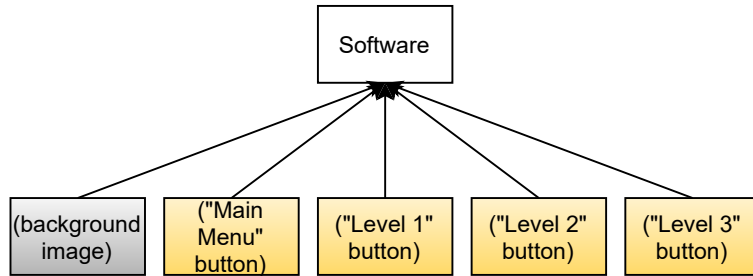
Scene = menuState



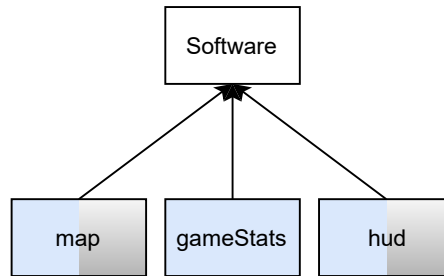
Scene = treasureState



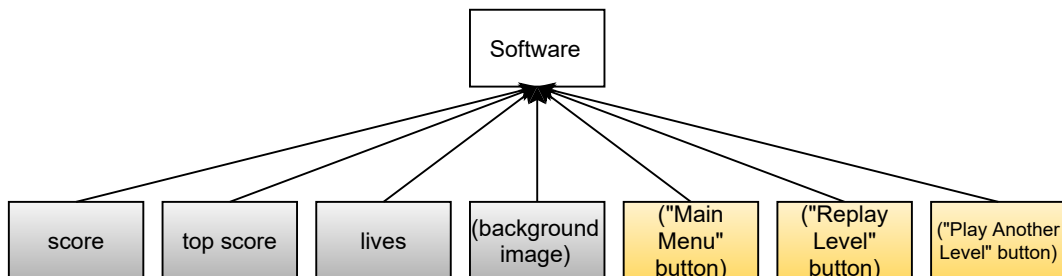
Scene = levelState



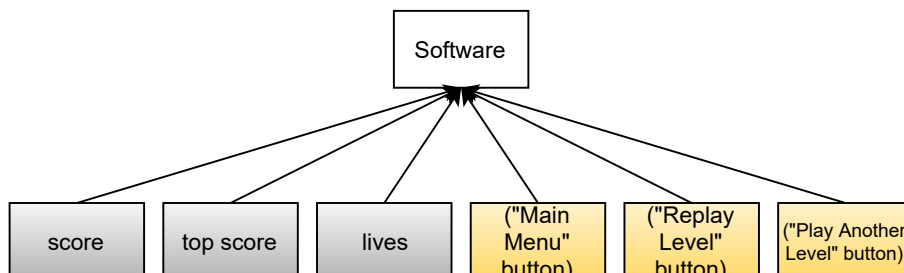
Scene = playingState



Scene = completeState

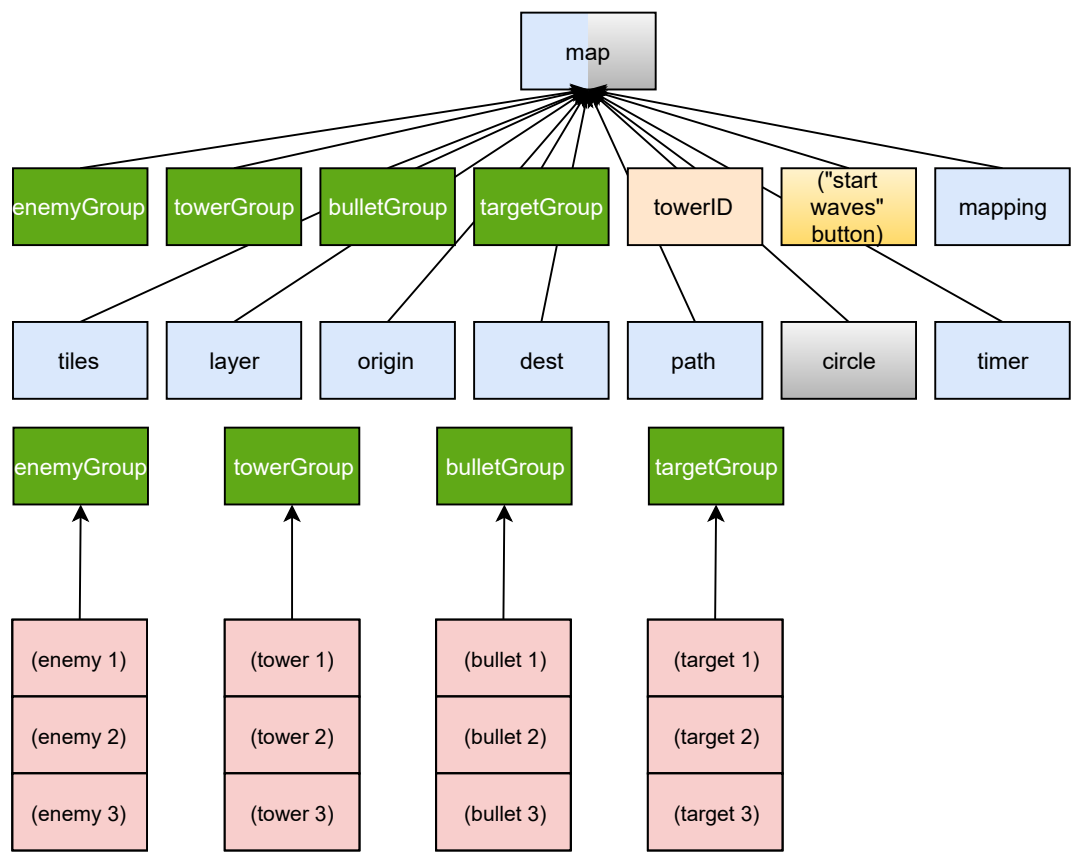


Scene = overState



Note: These do not include constantly running objects like resources.

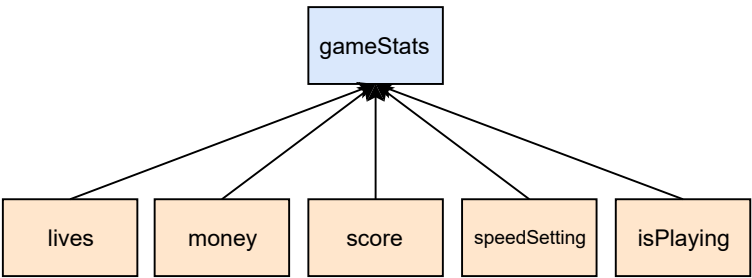
Structure of map



Note: The category "Group" refers to Phaser group object.

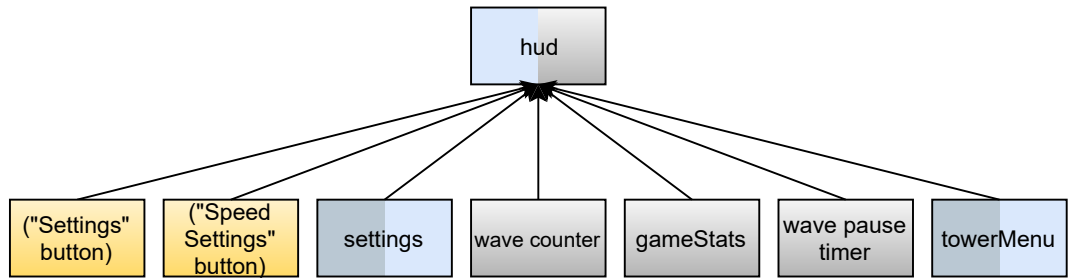
Key
Object
Group
Attribute
Button
Displayed Element
Group Element

Structure of GameStats



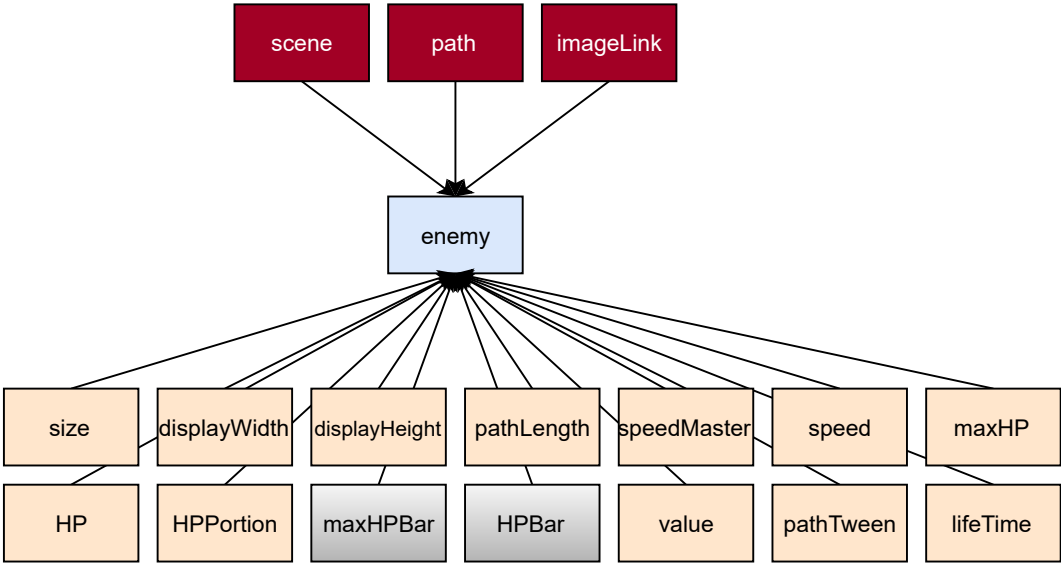
Key
Object
Attribute

Structure of hud



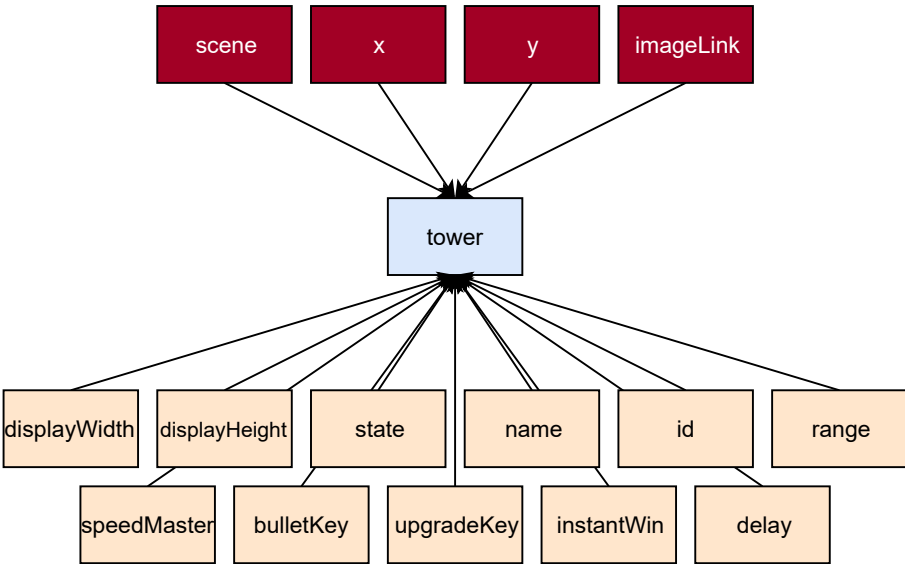
Key
Object
Displayed Element
Button
Conditionally Extant Element

Structure of enemy



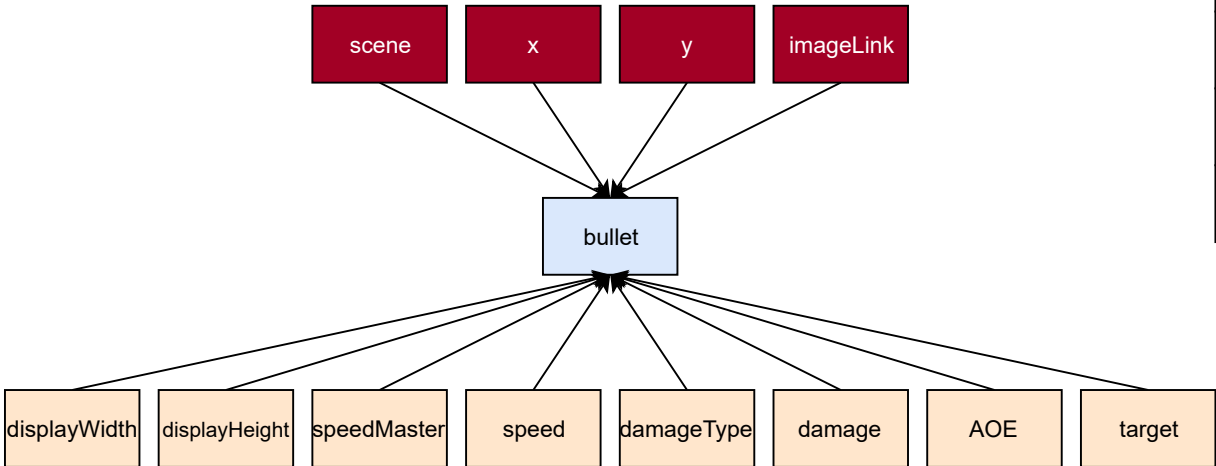
Key
Input Parameter
Object
Attribute
Displayed Element

Structure of tower



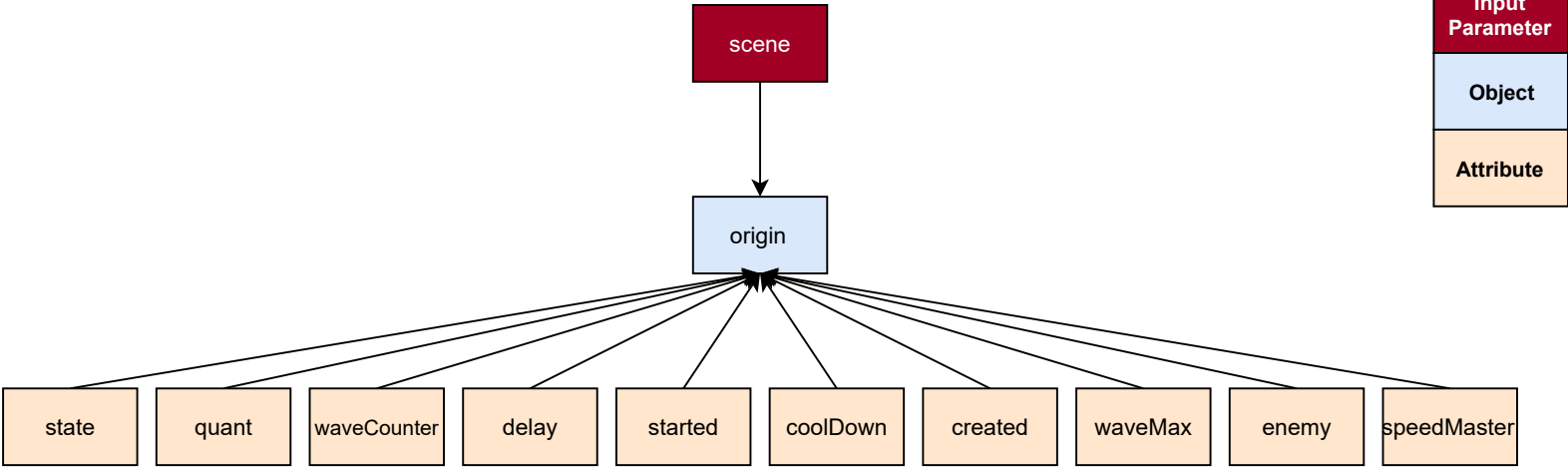
Key
Input Parameter
Object
Attribute

Structure of bullet



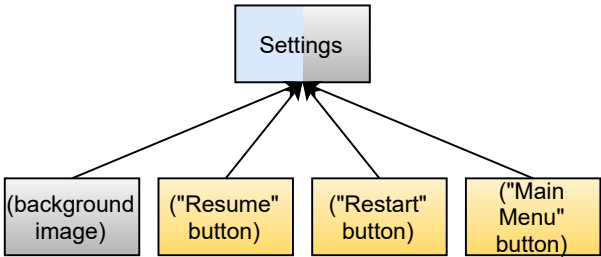
Key
Input Parameter
Object
Attribute

Structure of origin



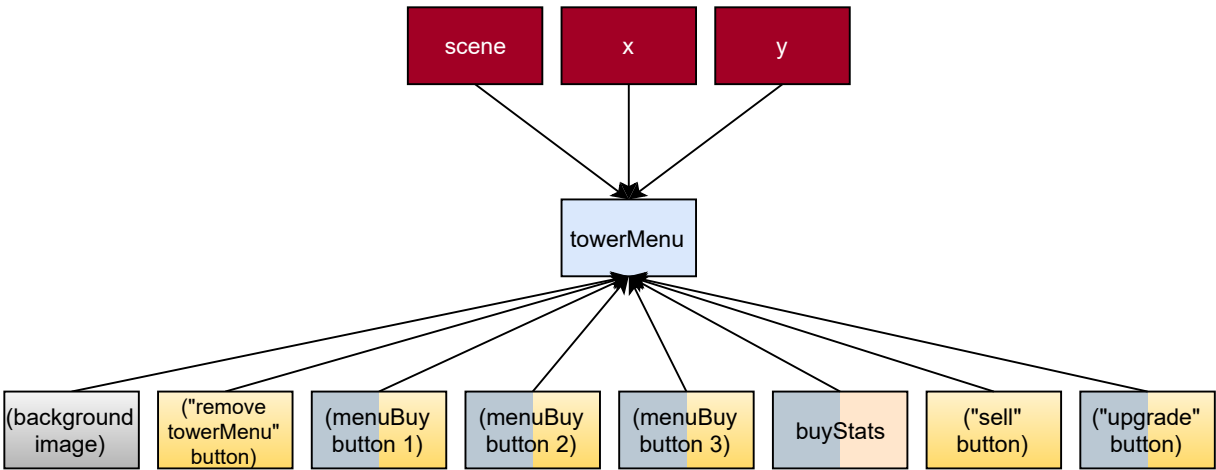
Key
Input Parameter
Object
Attribute

Structure of settings



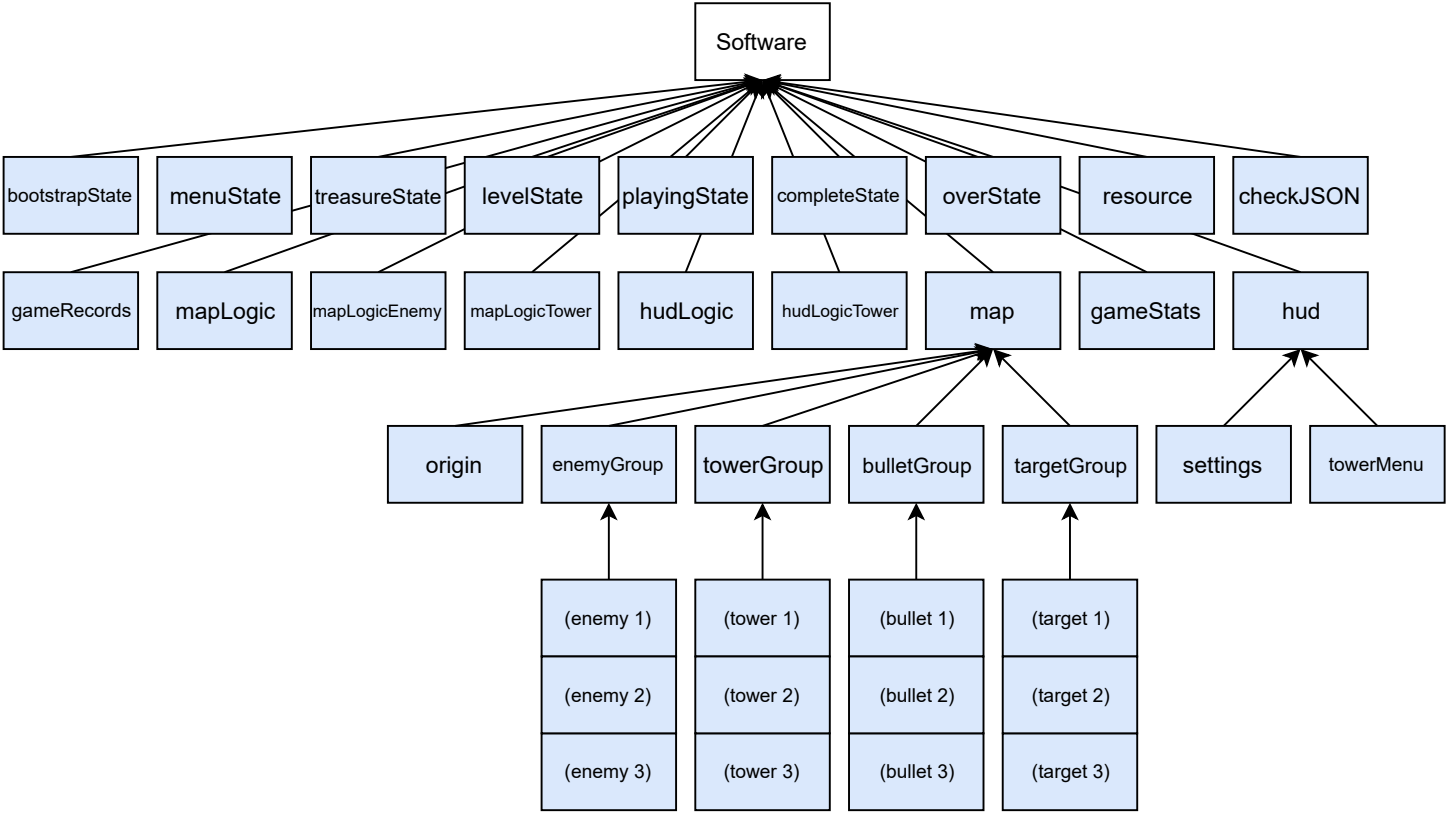
Key
Object
Displayed Element
Button

Structure of towerMenu



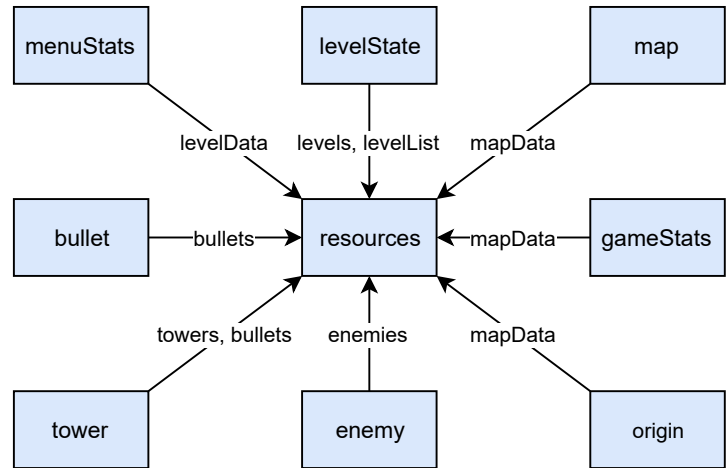
Key
Input Parameter
Object
Displayed Element
Conditinally Extant Element
Button
Attribute

Diagram Of Where Different Objects Would Be Found In The Software



*Note: With Phaser, everything, including images are technically objects, this is just shows objects significantly impacted through the code. Not all of these objects would exist at the same time. This just demonstrates where these objects would be found when they do exist.

Diagram Of Objects That Read Data From Resource



Key	
Object Doing Reading	Object Being Read
—Data Name—>	

Diagram Of Objects That Read Data From gameStats

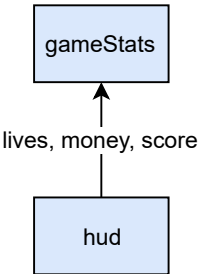
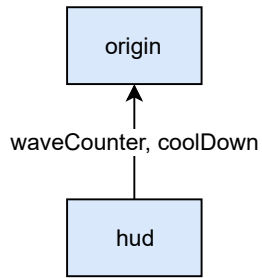


Diagram Of Objects That Read Data From origin



Key		
Object		Object
Doing	—Data Name—>	Being
Reading		Read

Diagram Of Objects That Read Data From enemy

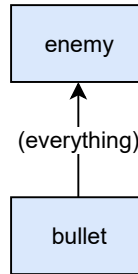


Diagram Of Objects That Read Data From tower

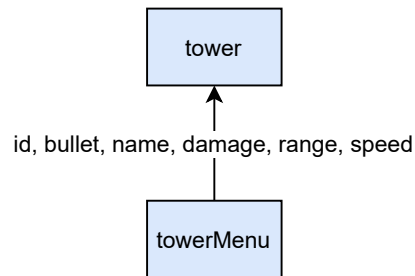


Diagram Of Objects That Read Data From bullet

