M2 Deliverables:

Nouns:

- Player
- Store
- Health
- Level
- Tower
- Enemy
- Base
- Price
- Difficulty
- Money

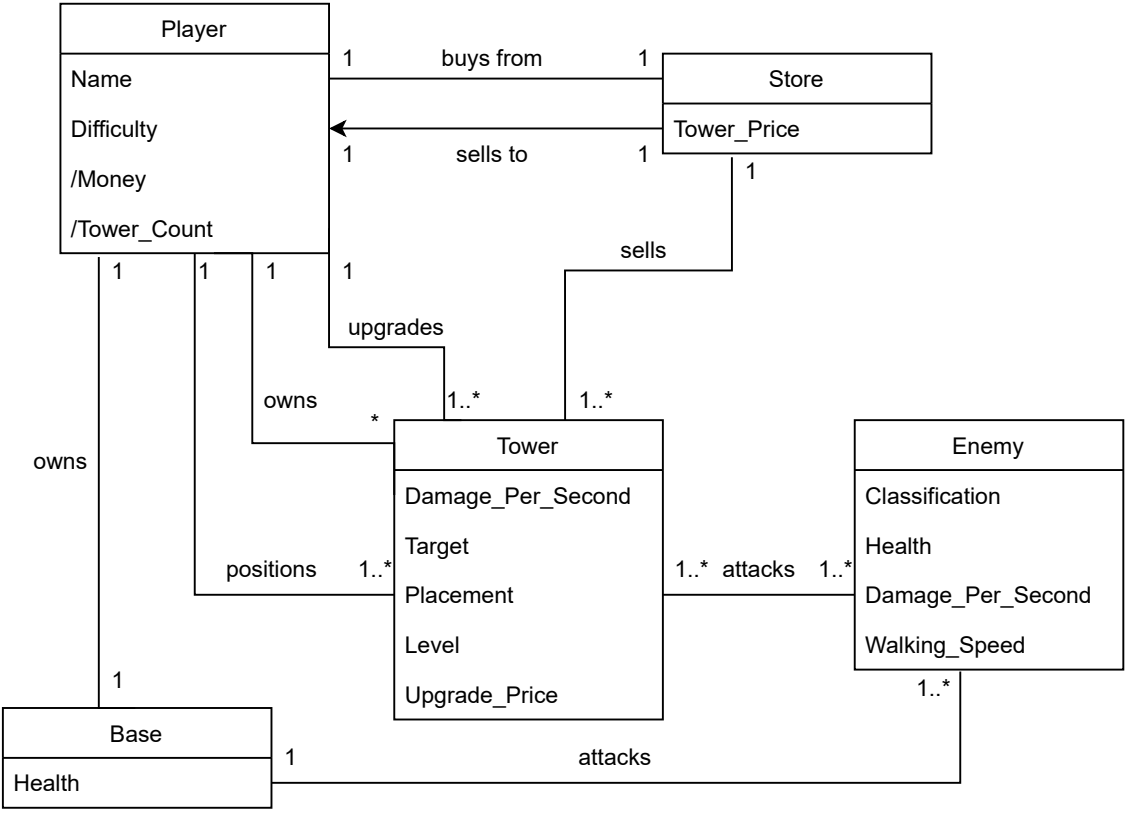
Categorize Nouns:

Game Objects (Classes)	Attributes
Player	Health
Tower	Level
Store	Price
Enemy	Difficulty
Base	Money

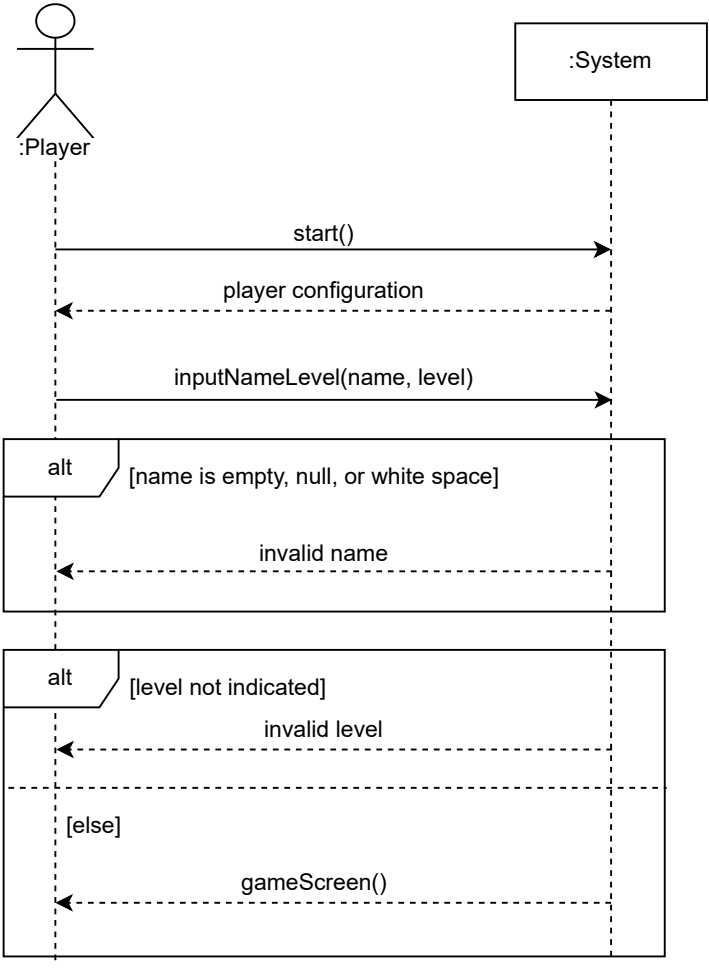
SSD Member Assignments:

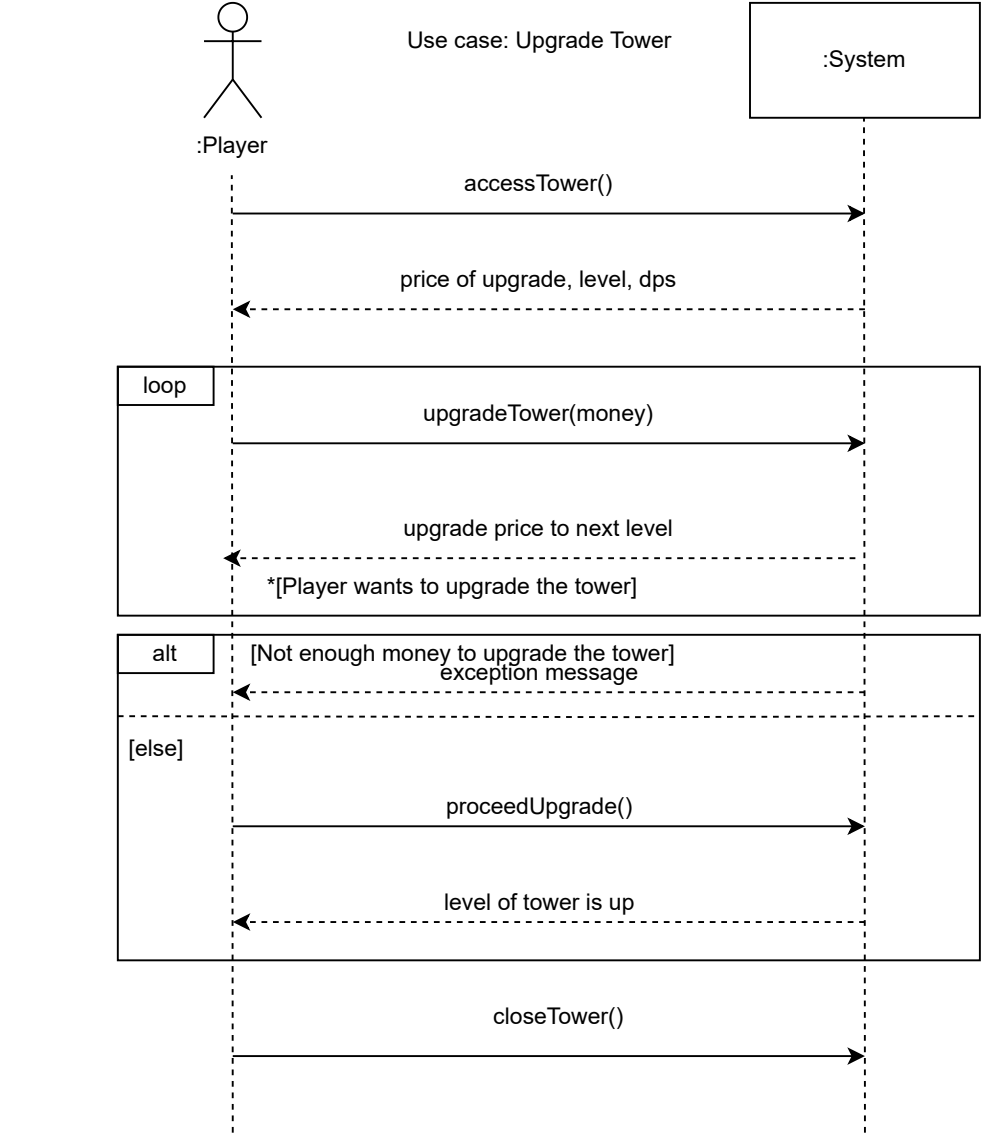
Tuan Cai:
Upgrading Towers
Anika Shah:
Inputting game requirements
Vishal Kumar:
Placing Towers
Erin Kim:
Buying Towers from store

Domain Model

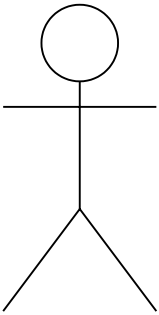


Use Case: Inputting Game Requirements




Use case: Upgrade Tower
:System
:Player
accessTower()
price of upgrade, level, dps
loop
upgradeTower(money)
upgrade price to next level
*[Player wants to upgrade the tower]
alt
[Not enough money to upgrade the tower]
exception message
[else]
proceedUpgrade()
level of tower is up
closeTower()

Use Case: Buying Tower from Store



:Player

:System

accessStore()

price of tower, dps of tower

loop

purchaseTowers(money)

total price

*[# towers player wishes to purchase]

alt

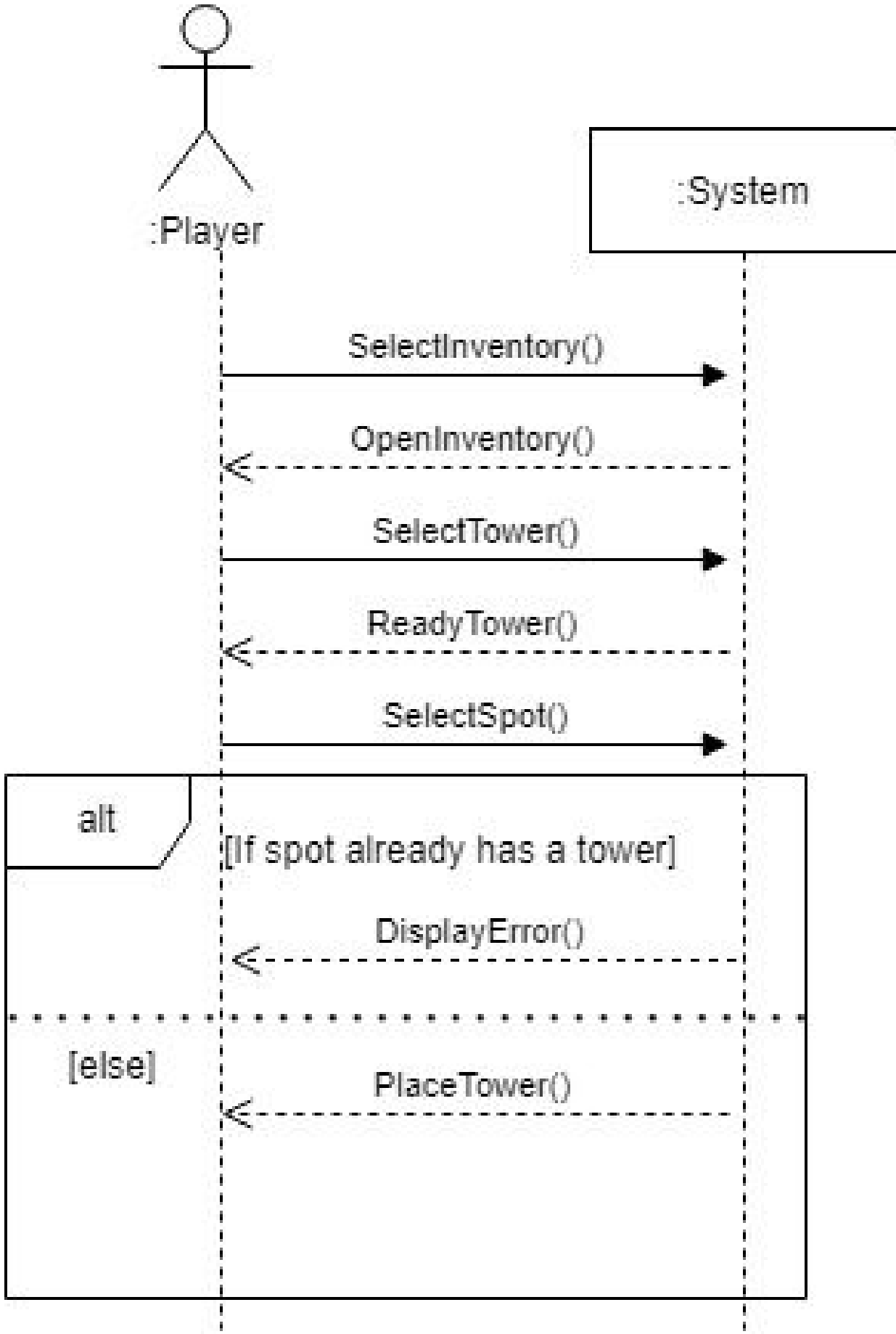
[not enough money to make puchase]

error message

[else]

endSale()

towers

exitStore()

Use Case: Placing Tower