GameObject

	Bullet Enemy Player Tower
- Handles the generic information of the classes. - Handles the drawing	

Tower

- Handles collision with the towers and the Enemys. - Handles the shooting of bullets	- Bullet - Enemy

Bullets

Handles collision and life time with enemy	- Tower - Enemy

Enemy

- The enemy moves due to the path finder. - The enemy will change sprite frames depending on what it is.	- Bullet - Pathfinder - Tower

Mesh

Handles Drawing Everything	- Tower - Bullet - Score - Player - Enemy

TileMap

• Handles the Drawing of the Tiles	• Enemy • Scene • Player

Player

• Handles the Sprite that is drawn • Collision with enemy	• SceneInfection • Bullets

Score

• Handles the drawing of itself	• Scene • Mesh

Scene

• Handles all the draw • Handles all the updates • Handles all events	• Towers • Enemy • Tilemap • Score

SceneInfection

• Handles the Draws • Handles the Update • Handles the Events	• Player • Enemy • Tilemap • Score

Player Controller

• Handles the Moving of the player	• Player

Pathfinder

• Handles the Pathfinding for the enemys	• Enemy

Camera

• Handles the Drawing of the screenspace	• GameObject