**Model**

1. **Level**
   1. **Map**
   2. **Terrain**
2. **Player**
   1. **Stats**
   2. Skills
   3. Spells
3. **Player Inventory**
   1. **Resources**
   2. Items
4. Player Army
   1. Soldiers
   2. Workers
   3. Heroes
5. **Building**
   1. **Player**
      1. **Base**
      2. **Tower**
      3. **Wall**
      4. Production
   2. **Environment**
      1. **Spawn Point**
      2. Ruin
6. **Enemies**
   1. **Grunt**
   2. Leader
   3. Boss
7. **Ammo**
   1. **Tower**
   2. Enemy

**View**

1. **User Interfaces**
   1. **Save/Load/Quit UI**
   2. **Game HUD**
   3. **Building UI (player)**
   4. **Player UI**
   5. **Inventory UI**
      1. **Resources**
      2. Items
   6. Army UI
2. **Displays**
   1. **Enemy unit display**
   2. **Environment building display**
   3. **Notifications**
3. **Sprites**
   1. **Terrain**
   2. **Buildings**
   3. **Enemies**
   4. **Ammo**
4. **Interactions**
   1. **Tower Ammo \* Enemy**
   2. **Enemy Ammo \* Building**
   3. **Enemy \* Base**
   4. **Enemy\*Terrain**
5. **Triggers**
   1. **Building destruction**
   2. **Building creation**

**Controller**

1. Enemy
   1. Spawn
   2. Movement
   3. Attack
   4. Death
   5. Drop resource
2. Building
   1. New (p)
   2. Level (p)
   3. Attack (a)
   4. Defend (a)
   5. Repair (p)
   6. Destroy (both)
3. Player
   1. Collect resource
      1. Mundane (a)
      2. Special (p)
   2. Gain experience/stats