Class: TowerDefenseGame

Responsibilities:	Collaborators:
Knows and displays score, previewed tower stats, money *Knows difficulty (cost multiplier)* Manages time system (constant runs/sec) Runs gameplay loop through board Validates buying of towers in upper UI Creates and passes enemy spawns to rows through board	Board Tower Enemy

Class: Board

Responsibilities:	Collaborators:
Knows all rows that make up board Iterates time step update over rows Delegates addition of towers and spawning of enemies to appropriate rows	TileRow

Class: TileRow

Responsibilities:	Collaborators:
Knows number of enemies who have passed the end *Knows tiles in row* Handles transitions of enemies and projectiles between tiles Handles spawning of enemies in last tile Handles enemies reaching end of row Iterates time step update over tiles	Tile

Class: Tile

Responsibilities:	Collaborators:
Knows the tower, projectiles, and enemies on it Iterates time step update over enemies, projectiles, and towers Handles collision detection between projectiles, enemies, and towers Facilitates impact of collision between projectiles, enemies, and towers Spawns projectiles from towers	Tower Enemy Projectile

Class: Tower	
Responsibilities: *Knows projectile shot* *Knows shot frequency* *Knows health* *Knows design (display object)* Produces projectile to be spawned Reduces health	**Collaborators:** Projectile

Class: Enemy	
Responsibilities: *Knows attack damage rate* *Knows health* *Knows movement speed* *Knows design (display object)* *Knows local position* Reduces health Attacks tower Moves left	**Collaborators:** Tower

Class: Projectile	
Responsibilities: *Knows damage* *Knows speed* *Knows design (display object)* *Knows local position* Hits enemy Moves right	**Collaborators:** Enemy