The above domain model of the **Tower Defense Game** demonstrates the various actions that are available to the **Player**. The **Player** in the **Tower Defense Game** will have certain characteristics as can be seen through the **Player Statistics** class in the model. The **Player’s** interaction with the **Tower Defense Game** includes ***creating*** a new **Game Map** or selecting an existing **Game Map** at the start of a new game. Another interaction the player has is with the **Towers**, in which they can ***buy, sell, or upgrade*** **Towers**. The **Game Map**, **Towers**, and **Critters** have various interactions with each other throughout the game, which is modelled as **Towers** being ***placed*** on the **Game Map**, **Critters** ***travelling on*** the **Game Map**, **Towers** inflicting ***damage*** onto **Critters**, and **Critters** inflicting ***damage*** onto the **Player’s Statistics**, and many others. These numerous classes and their respective interactions encompass the core of the **Tower Defense’s** gameplay.

The above domain model for the Tower Defense Game demonstrates the central role of the Player. The player:

1. Has player stats
2. Can create or delete a game Map via the map editor
3. Can buy, sell, and upgrade Towers
4. Can place those towers on the game map

Critters travel on the game map while the towers damage them. The critters can affect the player stats, either by dying and giving Loot Money, or by reaching the end of the path, and taking away player lives.