The above domain model of the **Tower Defense Game**, demonstrates the various actions that are available to the **Player**. Every player in the **Tower Defense Game** will have the same characteristics as can be seen in the **Player Stats** class in the model. The player’s interaction with the **Game Map** includes ***creating/deleting*** a Game Map or selecting a **Game Map** for the start of a new game. The final interaction the player has is one with the **Tower**, in which he/she can ***buy, sell, or upgrade*** **Towers**. The **Game Map**, **Towers**, and **Critters** have various interactions with each other throughout the domain model including, but not limited to, **Towers** being ***placed*** on the **Game Map**, **Critters** ***travelling on*** the **Game Map**, **Towers** dealing ***damage*** to **Critters**, and **Critters** dealing ***damage*** to the **Player’s Stats**. These numerous classes and their respective interactions encompass the core of the **Tower Defense games**, gameplay.