IGameModel
- public List<Enemy> Enemies { get; set; }
- public List<Tower> Towers { get; set; }
- public List< Projectile> projectiles { get; set; }
- public Castle Castle { get; set; }

IGameLogic
- void MoveEnemy(Enemy enemy)
- void Fire()
- void MoveProjectile (Projectile projectile)
- void AddTower(Tower tower)
- void UpgradeTower(Tower tower)
- void DemolishTower(Tower tower)
- void RemoveEnemy(Enemy enemy)
- void SetEnemyForTower(Tower tower)