```
GameState
          + game
          + draw()
          + update()
          + handleInput()
          + runThreads()
                Λ
         GameStatePlay
+ mew
+ blacky
+ delay_count
+ last_activated_critter
+ firstStart
+ show_waypoints
+ endOfWaves
+ drawThread
- localPosition
tileX
tileY
- mapBackdrop

    buttonMap

    returnToMenu

    range

    towerSelector

font
- towerSpecs
and 8 more...

    game object manager

tower_manager
+ runThreads()
+ GameStatePlay()
+ ~GameStatePlay()
+ handleGameOver()
+ registerObserver()
+ draw()
+ update()
+ handleInput()
+ getStartingWaypoint()
+ getCurrentCritterWave()
- addWaypoints()
getWaypointsFromMapPath()
drawWaypoints()
moveActivatedCritters()
moveCritter()
initializeButtonMap()
buttonCommandLibrary()
towerCommandLibrary()
checklfAtEndTile()
handleCritterRemovalFromWave()

    handleCritterWaveLevelSwitching()

setCritterWaveLevels()
```