GameState

+ game

+ draw()
+ update()
+ handleInput()
+ runThreads()

GameStatePlay

+ mew
+ blacky
+ delay_count
+ last_activated_critter
+ firstStart
+ show_waypoints
+ endOfWaves
+ drawThread
- localPosition
- tileX
- tileY
- mapBackdrop
- interfaceBackdrop
- buttonMap
- returnToMenu
- range
- towerSelector
- fieldTowerSelector
and 28 more...
- _game_object_manager
- tower_manager

+ runThreads()
+ GameStatePlay()
+ ~GameStatePlay()
+ handleGameOver()
+ registerObserver()
+ draw()
+ update()
+ handleInput()
+ getStartingWaypoint()
+ getCurrentCritterWave()
- addWaypoints()
- getWaypointsFromMapPath()
- drawWaypoints()
- moveActivatedCritters()
- moveCritter()
- initializeButtonMap()
- buttonCommandLibrary()
- towerCommandLibrary()
- checkIfAtEndTile()
- handleCritterRemovalFromWave()
- handleCritterWaveLevelSwitching()
- setCritterWaveLevels()
- getTower1ButtonSpecs()
- getTower2ButtonSpecs()
- getTower3ButtonSpecs()
- getPauseButtonSpecs()
- getUnPauseButtonSpecs()
- getReturnToEditorButtonSpecs()
- getStartWaveButtonSpecs()