**Load map**

Create**/**Populate database

Decals?

Units - assign owner

Tree Zone Unit

MapLoader

UnitLoader

**Obstacles**  
 Check Images

Populate database

**Buildings**

Check images

Populate database

Building driver

Control interface

**Tower**

Check images

Populate database

Tower driver

**Archer**

Driver

Archer fighting

Arrow

Check images

Populate database

Arrow driver

**Tasks**  
 Patrol  
 Follow?

**Lumberjack**  
 Check images  
 Populate database  
 Driver

**PlayerAccounting**  
 Resource counting  
 Rendering