



```
<<class>>
Game
(Main Class)
```

```
Map _map
ImageStorage _img
List<Enemy> _enemies
List<Projectile> _projectiles
List<Tower> _towers
QuadTree _qTree
int lives
```

```
void setup()
void draw()
void render()
void doCollisions()
void mouseClicked()
```

```
<<class>>
QuadTree
```

```
int _maxObjects
int _maxLevels
int _level
List _objects
Rectangle _bounds
QuadTree[] _nodes
QuadTree _parent
```

```
QuadTree( int level,
          Rectangle bounds )
-----
void clear()
void split()
int getIndex()
void insert( Collideable obj )
List retrieve( List retList,
              Collideable obj )
void insertCollideables( List objects )
// Iterate through objects. If an object
// is a Collideable, insert it into to the
quadTree
```

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