







WizardTD.Towers Tower Fireball - x: float - position: PVector - y: float - velocity: PVector - range: float - speed: float - firingSpeed: float - damage: float - damage: float - target: Monster - R: int - p: PApplet - D: int - sprite: PImage - S: int + isActive: true - lastFiredTime: float - timeMultiplier: float - p: PApplet - spirit: PImage - imagePath: String + Fireball() - timeMultiplier: int updateVelocity(): void + move(): void + checkCollision(): boolean + Tower() + display(): void + canFire(): boolean + isActive(): boolean + findNearestMonster(): Monster + getDamage(): float + getImagePath(): String + setTimeMultiplier(): float + fireAtMonster(target: Monster): + getTTimeMultiplier(): float Fireball + getPosition(): PVector + drawEllipse(count: int): int + drawRect(count: int): int + drawLines(count: int): int + updateStatus(): void + upgrade(upgradeType: String): void + getD(): int + getR(): int + getS(): int + getX(): float + getY(): float + getRange(): float + getDamage(): float + getFiringSpeed(): float + render(): int[] + setTimeMultiplier(multiplier: int): void