Ethan Corgatelli — CS383 — Summon Class Diagram — 09/22/2021

SummonManager

summons : List<Summonable>

CheckCooldown()
UpdateSummons()

Summonable

Update()
GetNearbyEnemies()
GetEnemyDetails()
AttackEnemy()

Barrier

tile_pos : Vector2<int>
cost : int
vertical : bool

GhostPepper

[specific attributes]

DragonBreath()

Summon

tile_pos : Vector2<int>
cost : int
dph : int
travel_time : int
fire_speed : int

AttackEnemy()

Big Chunk

[specific attributes]

ThrowStone()

EnchantedSwords

[specific attributes]

SwordSpin()

Fan

[specific attributes]

BlowEnemies()

AstralCrossbow

[specific attributes]

LightBeam()

EmpoweringCrystal

[specific attributes]

PowerupNearby()

Sven

[specific attributes]

SplashSnowball()

Portal

[specific attributes]

TeleportPlayer()

Shrubbery

[specific attributes]

ShootSlimeball()

Summon Class Diagram
Ethan Corgatelli

*Important note: a *summon* is synonymous with *tower* in the context of this project.