Tower

- x
- y
- id
- typetower
- damage
- range
- cooldown
- cooldownTick
- lvl

+ Tower()
+ update()
+ levelUp()
+ getLvl()
+ getX()
+ getY()
+ getId()
+ getTypetower()
+ getDamage()
+ getRange()
+ getCooldown()
+ isCooldownOver()
+ resetCooldown()
- setDamage()
- setRange()
- setCooldown()