class Plant

- Int x;
- Int y;
- Int health;
- Int type;
- Int state

----

float getX();
float getY();
Int getType();
Int getState();

void setHealth();
void setState();

void die();
void display();
void move();

class Zombie

- Int x;
- Int y;
- Int damage;
- Int health;
- Int state;
- Color c

----

float getX();   /   void setX();
float getY();   /   void setY();
Int getDamage();   / void setDamage()
Int getHealth();   /   void setHealth();
Int getState();   /   void setState();
Color getColor();   / void setColor()

void die();
void display();
void move();

class Peashooter extends Plant

- Int x;
- Int y;
- Int health;
- Int damage;
- Int shotCounter;
- Int state;
- Int type;
- ArrayList<Projectile> projectiles;

----

float getX();
float getY();
Int getDamage();
int getState();
Int getType();
ArrayList<Projectile> getProjectiles();

void setHealth();
void setState();

void die();
void shoot();
void display();
void move();

class Sunflower extends Plant

- Int x;
- Int y;
- Int health;
- Int type;
- Int state;
- Int sunTime;
- ArrayList<Sunlight> dropped;

----

float getX();
float getY();
Int getType();
Int getState();
ArrayList<Sunlight> getDropped();

void setHealth();
void setState();

void generate();
void die();
void display();
void move();

class Projectile implem. Comparable	class Sunlight
- float x; - float y; - Int damage; - Color c	- float x; - float y; - Int state; - Color c
---	---

float getX();
float getY();
Int getDamage();
 	
void setX();
void setY();
void setDamage();
 	
Int compareTo();
void display();
void move();
	float getX();
	float getY();
	
	void setX();
	void setY();
	void setState();
	
	boolean hit();
	void display();
	void move();