**MagentaRainBoots - David Apterman, Jesse Sit, Henry Zheng UML v2.0**

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| **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**   * float x; * float y; * Int damage; * Color c   -----------------------------------------------------  float getX();  float getY();  Int getDamage();  void setX();  void setY();  void setDamage();  Int compareTo();  void display();  void move(); | **class Sunlight**   * float x; * float y; * Int state; * Color c   -----------------------------------------------------  float getX();  float getY();  void setX();  void setY();  void setState();  boolean hit();  void display();  void move(); |