

Woo
+ static Object[][] board + static Zombie[][] zomBoard + static Plants[][] plaBoard + static String plantsDir + static int sums + static bool keepGoing
+ Woo() + static String ArrayToString ( Object[][] arr ) + static String ArrayToClass ( Object[][] arr ) + static void labeling ( Object [][] arr ) + void chars ( Object [][] arr ) + void trackPos () + void turn() + void shoot() + void moveBullets ( Object[][] arr ) + void createZombie ( Object[][] arr ) + void hit ( Object [][] bBoard, Zombie[][] zBoard , Plants[][] pBoard ) + static void move( Object [][] arr, Zombie[][] zArr ) + void cleanup(Object[][] arr)

Character	
protected char symbol protected int health protected int atk protected int xCo; protected int yCor protected String name + int adjustHealth(int amount)	
Plants	Zombies
protected String type protected String bullet protected int cost protected int freq	protected String type protected int health protected int mobility protected int reward
+ Plants ( String bullet1, int freq1, int xCor1, int yCor1, String type1 ) + String toString () + String shoot ()	+ Zombie(String type1, int health1, int mobility1, int reward1, int xCor1, int yCor1){ + int adjustHealth(int damage) + int die () + String toString ()