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 ()