

Zombie
- speed: int - damage: int - health: int - row: int - col : int
+ Zombie(row: int, col: int) + getSpeed(): int + getDamage(): int + getHealth(): int + getRow(): int + getCol(): int + move(): void + attack(): void + takeDamage(amount: int): void + isDead(): boolean

Sunflower
- sunCost: int - generateRate: int - COOLDOWN: int - cooldownRemaining: int - row: int - col: int
+ Sunflower(row: int, col: int) + getSunCost(): int + getRow(): int + getCol(): int + tickAndGenerate(): int + canGenerate(): boolean

PeaShooter
- sunCost: int - damage: int - range: int - COOLDOWN: int - cooldownRemaining: int - row: int - col: int
+ PeaShooter(row: int, col: int) + getSunCost(): int + getRow(): int + getCol(): int + tickAndShoot(): boolean + getDamage(): int + getRange(): int