Class	AudioHandler Music	Script Audio	Enemies Ene	emy EnemySpa	awner FollowSpline	e EnemyType Ro	ound Wave Configi	uration EnemyH	landler GameHandle	er JsonFileHandle	r JsonListImpl I	PlayerHandler	RoundHandler	Settings SkillT	Tree SceneHand	ller MusicTogg	gle SoundTog	ggle Changelm	nage HealthLab	el MoneyLabe	el StartRoundButto	n BombTowerUp	rades CanonTowerUp	grades Upgrad	de UpgradeMer	nu UpgradeT	ree BaseTow	er BombTowe	er CannonTov	wer EnhancedTowerP	Placement Laser Projec	ctile Rocket	Average value
Weighted Methods per Class	4 3	0	0 9	7	8	0 2	8 0	2	10	4	2	4	6	6 7	6	6	6	1	2	2	1	8	8	6	5	0	15	1	1	4	1 7	3	4,3421052631579