Class Main:
    Constants:
        GRID_WIDTH = 20
        GRID_HEIGHT = 15
        TOWER_COST = 100
        MAX_HEALTH = 100
        SPAWN_RATE = 700

    Attributes:
        Initialize various lists for enemies and towers
        Initialize game-related variables (money, timers, etc.)

    Methods:
        Main():
            Initialize game
            Enter main game loop:
                Update game state
                Handle input
                Render game

        Game():
            Initialize game variables
            Enter main game loop:
                Update timers
                Move enemies
                Check for collisions
                Update towers
                Spawn new enemies
                Update game state

        MyDrawingPanel extends JPanel:
            Override paintComponent method:
                Draw grid and game elements

        playMusic(filepath):
            Play background music

        spawnEnemy():
            Randomly choose an enemy type
            Add enemy properties to lists

        calculateDirection():
            Calculate enemy directions

calculateClosest(towX, towY, range):
    Find closest enemy within range
    Return target index

MyMouseListener implements MouseListener, MouseMotionListener:
    Constructor:
        Initialize drawingPanel and moneyDisplay

    mouseClicked(e):
        Get clicked tile coordinates
        Check if the tile is valid and has enough money
        Deduct money and create a new tower on the tile

    Main method:
        Initialize and spawn initial enemy
        Call Game() method

Class Towers:
    Attributes:
        int x, y, range, firerate, dmg, target, bulletTimer=0, waitTime=0, bulletTargetX=0,
bulletTargetY=0

    Constructor Towers(x, y, fr, dmg, r):
        Set x, y, firerate, dmg, range attributes

    Methods:
        Getters and Setters for the attributes