/ If enemy health is zero Make the towers move/get placed properly \dashv Run it П Minion gets deleted/dies Set up the sketch in the main class, including instantiating enemies/towers Enemies lose health and get smaller Continuously runs draw in the main class (shooter) Create enemies if more exist Make the enemies and any existing projectiles move properly projectile collide? П П to enemy is within a threshold Creates new minions (projectiles) to attack enemy Is the enemy at the end of the map? TI П Is health of the main class 0? Minus one health point \dashv end program

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