

<b>Player</b>
<ul style="list-style-type: none"> <li>- String name</li> <li>- weapon[ ] weapons</li> <li>- int money</li> </ul>
<ul style="list-style-type: none"> <li>- void buy()</li> <li>- void specialPower()</li> </ul>

<b>abstract Weapon</b>
<ul style="list-style-type: none"> <li># final int ALIVE, DEAD</li> <li># int state</li> <li># int HP</li> <li># color c</li> <li># float xCor, yCor</li> <li># float size</li> <li># int attack</li> <li># int speed</li> <li># int power</li> </ul>
<ul style="list-style-type: none"> <li>- void upgrade()</li> </ul>

<b>abstract Enemy</b>
<ul style="list-style-type: none"> <li># final int ALIVE, DEAD</li> <li># int state</li> <li># int HP</li> <li># color c</li> <li># float xCor, yCor</li> <li># float xVel, yVel</li> <li># float size</li> <li># int speed</li> </ul>
<ul style="list-style-type: none"> <li># void move()</li> <li># void collide()</li> <li># void pop()</li> </ul>

<b>Map</b>
<ul style="list-style-type: none"> <li>- pixels[] data</li> </ul>
<ul style="list-style-type: none"> <li>- void create()</li> </ul>