MonoBehaviour

Tower

+ TowerUpgrade
+ Range
+ ShootingSpeed
+ Cost
+ Damage
+ Level
# m_enemyTarget
# m_targetList

+ OnTriggerEnter()
+ OnTriggerExit()
+ Attack()
+ Upgrade()
+ GetUpgradeCost()
+ SetTileEntity()

DebuffTower

+ Range
+ ShootingSpeed
+ Cost
+ Damage
+ Level

+ OnTriggerExit()
+ OnTriggerEnter()

MultiShotTower

+ Range
+ ShootingSpeed
+ Cost
+ Damage
+ Level

+ Attack()

SingleTargetTower

+ Range
+ ShootingSpeed
+ Cost
+ Damage
+ Level