

TeemoRun (driver)
Delay delay Teemo t ArrayList<Minion> minions
void setup() void draw() void keyPressed() void mouseMoved() void gameOver() void kill(

Unit
ArrayList<Bullet> bullets boolean isAlive float x, y, dx, dy color c
void shoot() void move() void die()

Teemo extends Unit
Queue<Ability> abilities int dmg, score boolean isAlive
void move() void activate() void pickUp( Item t ) void revive() boolean touches( Minion m )

Minion
static int maxHealth int health boolean isAlive
void lowerHealth()

Item
Teemo t float x, y
equip( Teemo t )

Coin extends Item

Diamond extends Item
int value

Ability extends Item
int duration

Bullet
Unit source int dmg float x, y, dx, dy color c
void move() void hit( Unit u )

// subclasses of abilities not shown