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//Engine API
public boolean placeTower(double x, double y)

public boolean isTowerPresent(double x, double y)

public void checkAndRemoveTower(int x, int y)//should be changed to double?

public void loadGameBlueprint(String filePath)//

public doSpawnActivity()

public void updateGame()//Should be called by doFrame() in TDPlayerEngine

public boolean upgradeTower(double x, double y)

public void checkCollisions

public double getScore()

public boolean isGameLost()

public double getGameClock()

public int getPlayerLives()

public int getMoney()

//Game data API
public boolean saveState(GameState currentGameState, String filePath) throws IOException //Returns
whether the object was successfully saved

public GameState loadState(String filePath) throws ClassNotFoundException, IOException

public boolean saveBlueprint(GameBlueprint blueprint, String filePath) //Returns whether the object was
successfully saved

public GameBlueprint loadBlueprint(String filePath) throws ClassNotFoundException, IOException
```