## characters

- health: int
- damage: int
- alive: boolean
- type: string

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- attack(): void
- isHit(): boolean
- Hit(): void
- isAlive() : boolean
+ characters(int, int, string, boolean) void

## plants

- cost: int

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+ plants(int, int, string, boolean, int)

## Zombies

+ super(int, int, string, boolean)
-move() void

## peashooter

+ peashooter(int, int, string, boolean, int)

## doublepeashooter

+ doublepeashooter(int, int, string, boolean, int)

## base

+ base(int, int, string, boolean)

## basedos

+ basedos(int, int, string, boolean)

## icepea

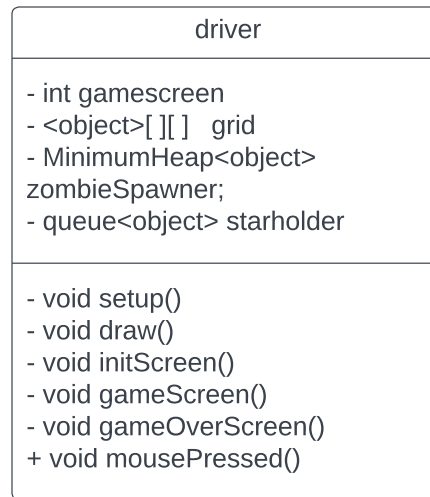+ icepea(int, int, string, boolean, int)

## cherrybomb

+ cherrybomb(int, int, string, boolean, int)

## shovel

+ shovel(int, int, string, boolean)

## football

+ football(int, int, string, boolean)

## boss

+ boss(int, int, string, boolean)

## walnut

+ walnut(int, int, string, boolean, int)

## driver

- int gamescreen
- <object>[ ][ ]  grid
- MinimumHeap<object> zombieSpawner;
- queue<object> starholder

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- void setup()
- void draw()
- void initScreen()
- void gameScreen()
- void gameOverScreen()
+ void mousePressed()

We don't actually know if these methods should be private or public or if we'll be using a 2d array.