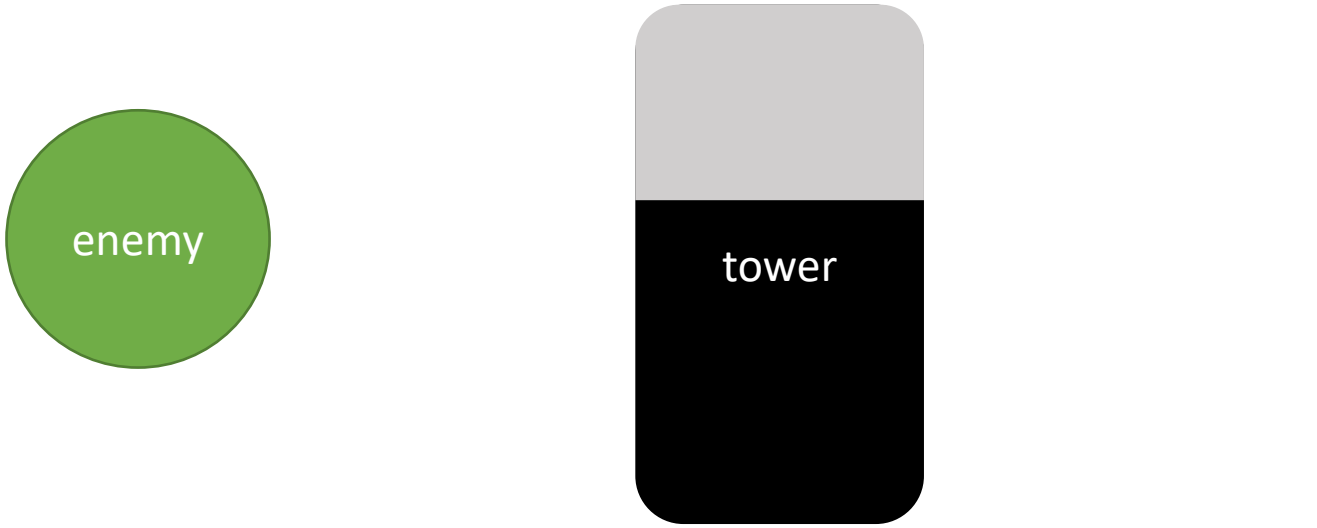
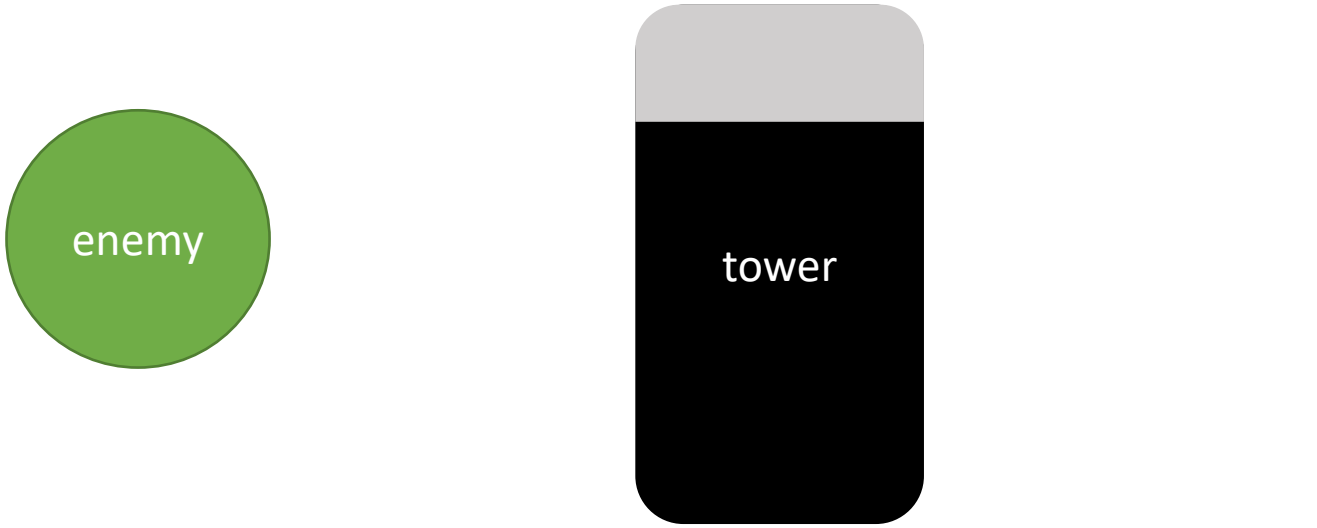
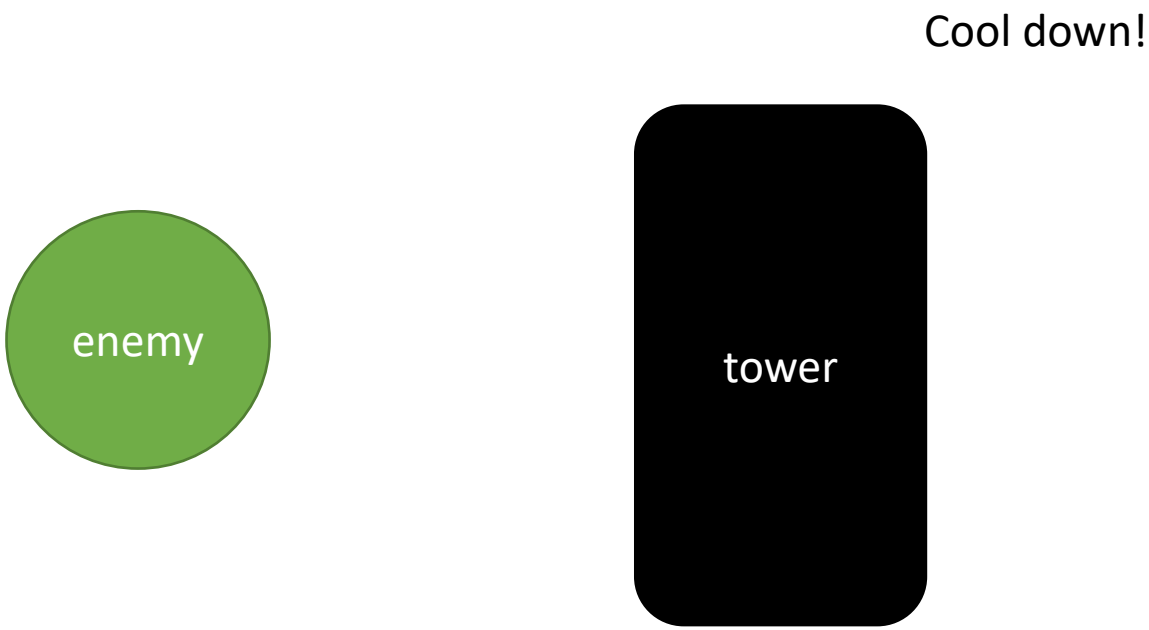
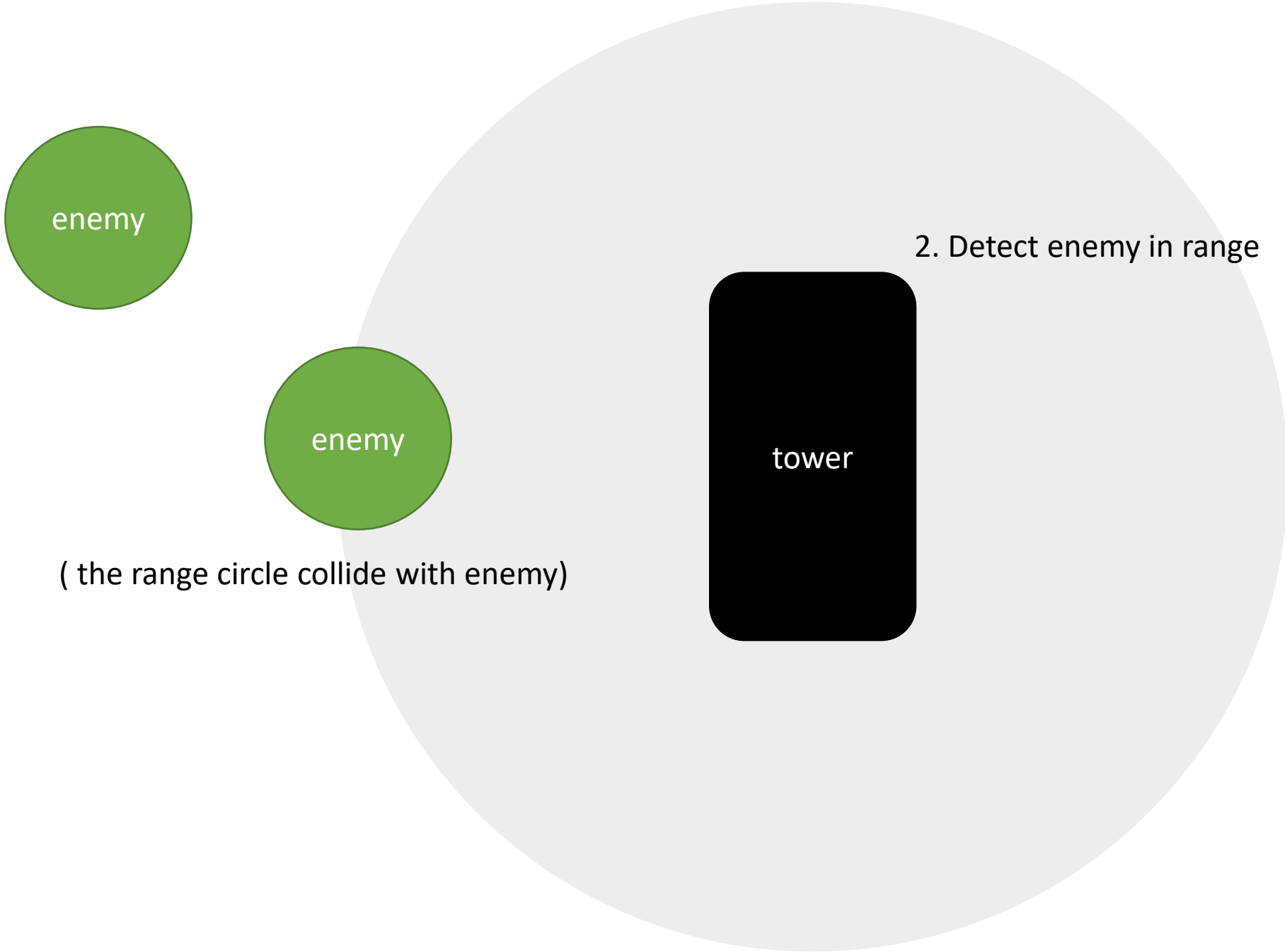
1. Check cool down

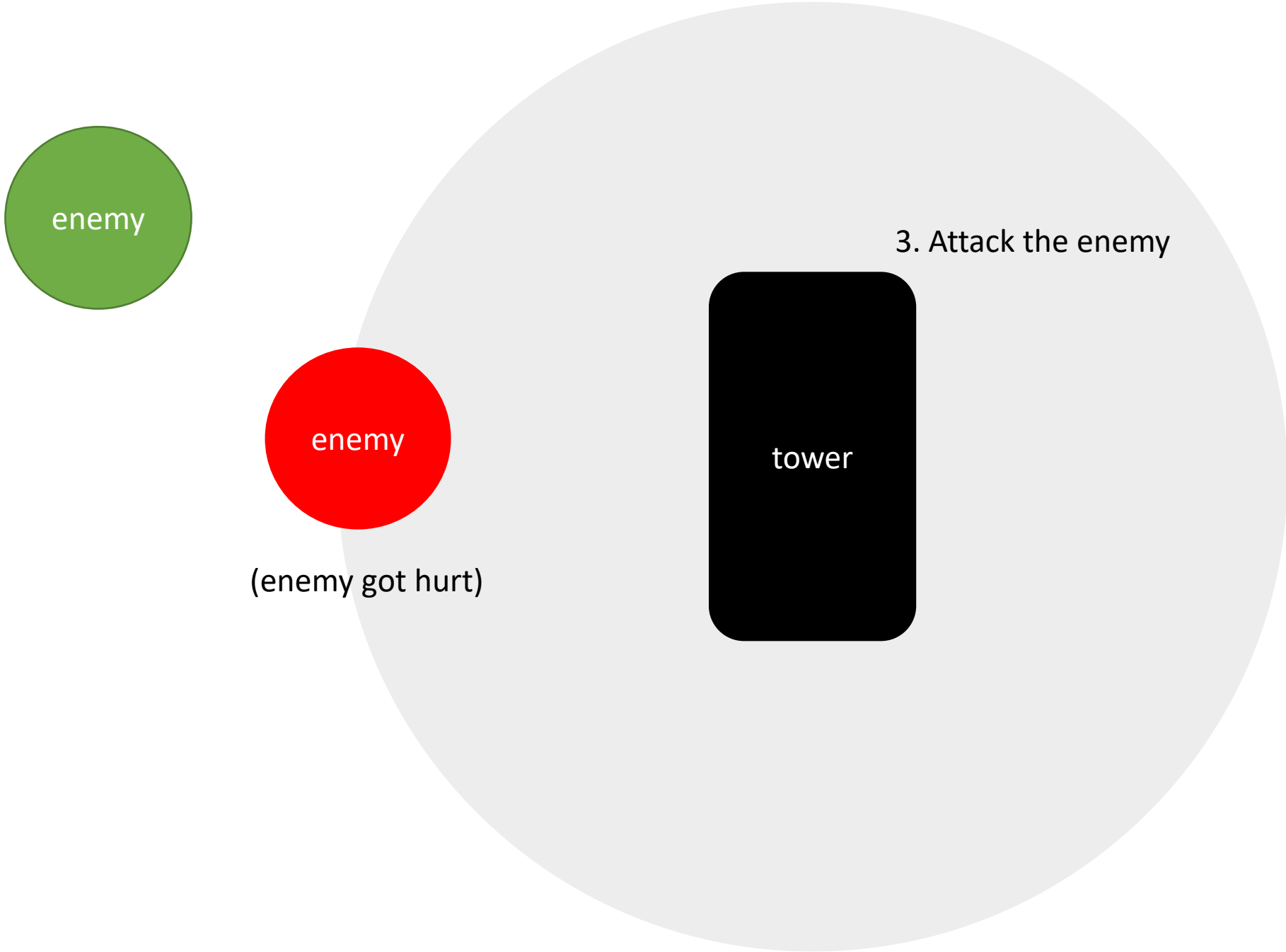


1. Check cool down




Cool down!
enemy
tower


enemy
2. Detect enemy in range
enemy
tower
(the range circle collide with enemy)


enemy
3. Attack the enemy
enemy
tower
(enemy got hurt)