Wall

Sprt
(abstract)

+image: surface
+rect: object

Dog

+health: int
+dead: boolean
+damage(dmg)

Enemy

+health: int
+speed: int
+buffer: int
+type: int
+x: float
+y: float
+dx: float
+dy: float
+steps: int
+stage: int
+agenda: list
+attacking: boolean
+target: object
+oldtime: long
finpos()
getpath()
moveto()
attack(target)
damage(dmg)
update()

Player

+x: float
+y: float
+change_x: float
+change_y: float
+building: boolean
+turretcount: int
+buildbar: object
+start_time: long
endbuild()
changespeed()
move()
build()
update()

Turret

+range: int
+buffer: int
+oldtime: long
+blind: boolean
update()

Bullet

+speed: int
+target: object
+goal: tuple
+x: float
+y: float
+dx: float
+dy: float
update()

App

-_running: boolean
+display_surf: surface
+all_sprites: list
+ui_sprites: list
+floor_sprites: list
+enemies: group
+turrets: group
+bullets: group
+wall_list: list
+player: object
+dog: object
+grid: list
+image: surface
on_event(event)
on_loop()
on_render()
on_cleanup()
on_execute()

All but Sprt are composite of App