**Team Java**

**Class layout (draft)**

**Frame**

**Main**

**Game**  
– Collision detection

**Unit – Enemy – Players**  
-Health  
-Speed  
-Shape  
-Weapon type  
-Team  
-Point value

**Projectile**  
-Damage  
-Shape  
-friend/foe  
-Speed

**Path**

**Controls**

**Background**

**Spawn**