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| **<<interface>>**  **CharacterI** |
| getAnimation() : Animation  setAnimation(Animation ani)  getAttackInterval() : int  setAttackInterval(int attackInterval)  getFramePassed() : int  getName() : String  setName(String name)  getPos() : Position  setPos(Position pos)  setPos(float x, float y)  getHp() : Integer  setHp(Integer hp)  getDamage() : int  setDamage(int damage)  getWidth() : float  getHeight() : float  move()  draw(boolean updateImg) |

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| **Plant** |
| - scaleFactor : float |
| + getWidth() : float  + getHeight() : float  + draw(boolean udpateImg)  + attack(ArrayList<Bullet> bulletList)  **+ Plant**(String name, integer hp, int damage, int attackInterval, Position pos) |

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| **Zombie** |
| - scaleFactor : float |
| + getWidth() : float  + getHeight() : float  + draw(boolean udpateImg)  + attack(Plant[][] plant, ArrayList<Bullet> bulletList)  **+ Zombie**(String name, integer hp, int damage, int attackInterval, Position pos) |

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| **FemaleZombie** |
| # loadAnimation()  + move()  + attack(ArrayList<Bullet> bulletList)  + **FemaleZombie**(Position pos) |

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| **MaleZombie** |
| # loadAnimation()  + move()  + attack(ArrayList<Bullet> bulletList)  + **MaleZombie**(Position pos) |

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| **Peashooter** |
| # loadAnimation()  + move()  + attack(ArrayList<Bullet> bulletList)  + **Peashooter**(Position pos) |

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| **Bloomerang** |
| # loadAnimation()  + move()  + attack(ArrayList<Bullet> bulletList)  +  **Bloomerang** (Position pos) |

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| **<<interface>>**  **Clickable** |
| onClicked() |

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| **Sun** |
| - posX : float  - posY : float  + drawSun()  + updateSun()  + onClicked()  + **Sun**(Animation ani, float posX, float posY) |

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| **SunNatural** |
| + updateSun()  + **SunNatural**(Position pos) |

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| **SunSunflower** |
| + updateSun()  + **SunSunflower** (Position pos) |

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| **Bullet** |
| + move()  + attack(ArrayList<Zombie> zombieList, ArrayList<Bullet> bulletList)  + **Bullet** (int damage, float speed, Position pos) |

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| **BBloomerang** |
| + move()  + attack(ArrayList<Zombie> zombieList, ArrayList<Bullet> bulletList)  + **BBloomerang** (Position pos) |

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| **BPeashooter** |
| + move()  + attack(ArrayList<Zombie> zombieList, ArrayList<Bullet> bulletList)  + **BPeashooter** (Position pos) |