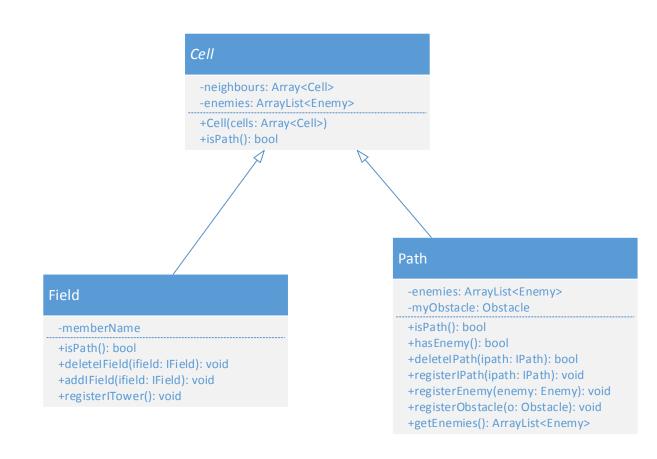
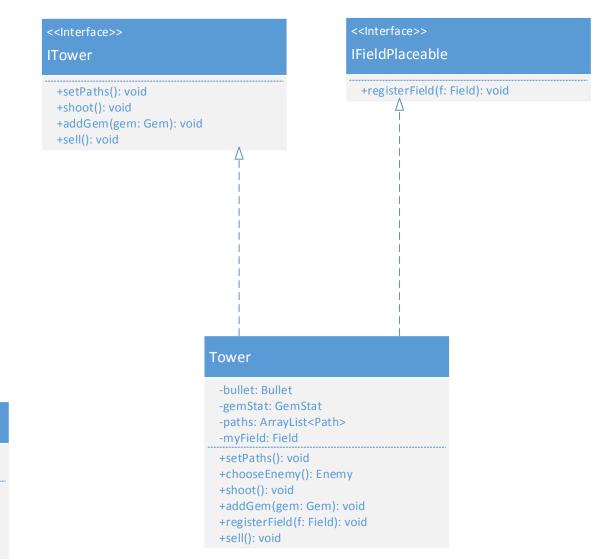
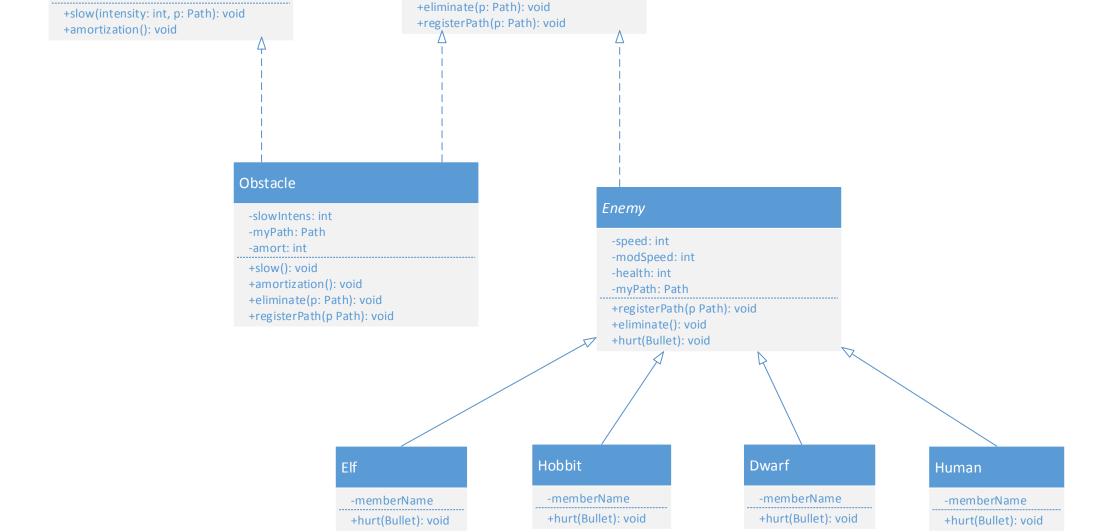
-map: Map -enemies: ArrayList<Enemy> -towers: Arraylist<Tower> -mana: int +update(): void +initialize(): void +tick(): void +changeMana(): void

-name: String -level: int -grid: Array<Array<Cell>> +Map(name: String) +load(name: String)



Obstacle





PathPlaceable

-damage: int -range: int -speed: int -enemyType: Enemy

-damage: int

-enemyType: Enemy +refresh(gem: Gem): void

+getDamageHobbit(): int +getDamageElf(): int

+getDamageHuman(): int

+getDamageDwarf(): int

-memberName
+ refresh(gem: Gem): void
+getValue(): int