GameManager.pde

Player player
Nexus nexus
Shop shop
ArrayList<Bullet> bullets
ArrayList<Enemy> spawnedEnemies
ArrayList<Gold> goldList
ArrayList<Turret> turrets
int wave
bool gameOver
int highscore
Cell[][] Grid
Cell hoverCell

void setup()
void draw()
void mouseCheck()
void keyPressed()
void keyReleased()
void mouseClicked()
void mousePressed()

Cell.pde

int x int y

Cell()
void build(Object)
bool buildable()
void outline()

Button.pde

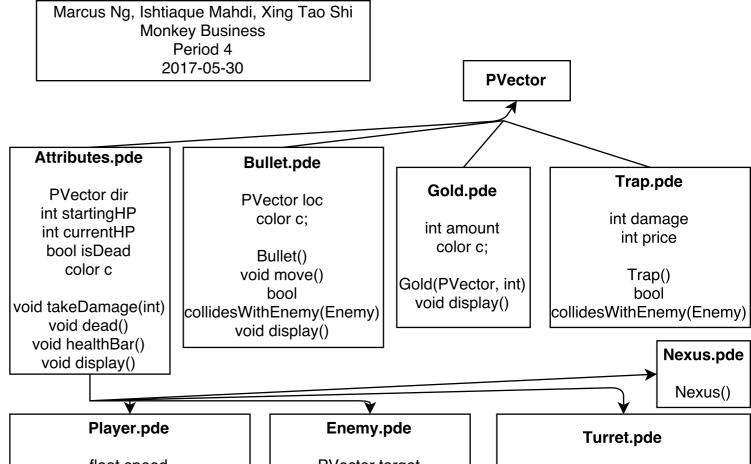
String name
String price
String damage
float x,y,w,h
color c

Button() bool pressed() void display()

Shop.pde

ArrayList<Weapon>
weapons
ArrayList<Turret>
turrets
ArrayList<Trap>
traps
float x,y,w,h

Shop()
void buy()
bool afford(Object)
void display()



float speed
int money
ArrayList<Weapon> weapons
int currentWeapon
color c

Player()
void move()
bool collidesWithObject(PVector)
void addWeapon(Weapon)
Weapon getCurrentWeapon()

PVector target float speed int damage int goldAmount bool inRangeNexus

Enemy()
void move()
void attackPlayer(Player)
attackTurret(Turret)
attackNexus(Nexus)

int damage double fireRate double range int price PVector target

Turret()
bool enemyInRange()
bool isTargetDead()
void findTarget(ArrayList<Enemy>)

Weapon.pde

int damage int price double fireRate double range String name

Weapon(String, int, int, int, double) void shoot() void display()