

+ buttons: List<Button>+ score_display: UIElement+ money_display: UIElement

+ render_ui(): void

+ handles clicks(position: (int,int) in): void



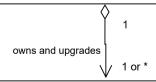
Player

+ lives: int + money: int + score: int

+ buy_watchtowert(type: string in, position: (int, int)): void

+ upgrade_watchtower(watchtower: WatchTower in): void

+ lose_life(): void



WatchTower

- upgrade_level: int

- range: int

- cooldown: int

- last_shot: int

selected: bool
target: Enemy

- tile_x: int

GameManager

- level: int

- game_speed: int

- health: int

- money: int

- tile_map: int - waypoints: list

- level data: dict

ievei_data. dict

- nemesis list: list

- spawned_nemesis: int

- killed nemesis: int

- missed nemesis: int

+ __init__(data,map_image): void

+ process data(): void

+ process waypoints(data): void

+ process_nemesis(): void

+ check_level_complete(): bool

+ reset level(): void

+ draw(sureface): void

Main

- screen: Surface

- clock: Clock

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- enemies: Group

- watchtowers: Group

- enemy data: list

- watchtower_sprites: list- selected watchtower: Watchtower

Manages

Nemesis

- health: int

- pos: tuple

- speed: float

type: str

+ __init__(health, pos, speed): void

+ update position(): void

