tank superTank projectile - AIRPLANE: Image = "airsupport.png" - TANK: Image = "tank.png" - SUPER_TANK: Image = "supertank.png" - SPEED: double = 10 - PROJECTILE: Image = "explosive.png" - PROJECTILE: Image = - PROJECTILE: Image = - rect: Rectangle "tank_projectile.png" "supertank_projectile.png" - SPEED: double = 5 - RADIUS: double = 100 + update(input: Input): void - RADIUS: double = 150 - RADIUS: double = 200 - DAMAGE: double = 1 + attacked(rect: Rectangle, Tower): void - DAMAGE: double = 3 - DAMAGE: double = 500 - COOLDOWN: double = 1000 - COOLDOWN: double = 500 - DETONATION_TIME: double = 2000 regularSlicer - COST: double: 250 - COST: double: 600 - COST: double: 500 + update(input: Input): void <<override>> + update(input: Input): void <<override>> + update(input: Input): void <<override>> - LIFE_LOSS: int: 1 Tower - TANK: String = "tank" Wave ShadowDefend - SUPER TANK: String = "supertank" - waves: List<String> - HEIGHT: int = 768 - AIRPLANE: String = "airplane" + makeFormat(waves: List<String>): void - WIDTH: int = 1024 - shooting: Boolean superSlicer + FPS: double = 144 + update(input: Input): void - SPAWN_DELAY: int = 5 Panel + isShooting(): boolean - INITIAL TIMESCALE: int = 1 - BUY_PANEL: Image = "buypanel" - timescale: int = INITIAL_TIMESCALE Sprite - STAT_PANEL: Image = "statuspanel" - map: TiledMap - LIFE LOSS: int: 2 - LEFT SPACING: int = 64 - image: Image - polyline: List<Point> - GAP_SPACING: int = 120 - rect: Rectangle "superslicer.png" - slicers: List<Slicer> - PIXEL CENTRE: int = 10 - angle: double - frameCount: double - RIGHT SPACING: int = 200 + move(dx: Vector2): void spawnedSlicers: int - lives: int = 25 + update(input: Input): void - waveCount: int megaSlicer - money: double = 500 - waveStarted: boolean + update(input: Input): void - increaseTimeScale(): void decreaseTimeScale(): void + update(input: Input): void loadLevel - LIFE LOSS: int: 4 - mapOne: String = "res/levels/1.tmx" - SLICER: String = "slicer"

- mapTwo: String = "res/levels/2.tmx"

+ loadMap(map: String): void

airplane

- SUPER SLICER: String = "superslicer"

- MEGA SLICER: String = "megaslicer"

- APEX SLICER: String = "apexslicer"

- SPEED: double = 1

- finished: Boolean - hit: Boolean

- polyline: List<Point>

+ isFinished(): boolean

+ isHit(): boolean

+ update(input: Input): void

- SPEED: double = 2 - REWARD: double = 2 - HEALTH: double = 1 - SLICER: Image = "slicer.png" + update(input: Input): void <<override>> - SPEED: double = 1.5 - REWARD: double = 15 - HEALTH: double = 1 - SUPER_SLICER: Image = + update(input: Input): void <<override>> - SPEED: double = 1.5 - REWARD: double = 10 - HEALTH: double = 2 - MEGA_SLICER: Image = "megaslicer.png" + update(input: Input): void <<override>> apexSlicer <u>- SPEED: double = 0.75</u> - REWARD: double = 150

- HEALTH: double = 25

- APEX_SLICER: Image = "apexslicer.png"

+ update(input: Input): void <<override>>

- LIFE LOSS: int: 16