<<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)

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)

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)

Peashooter

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

Bloomerang

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

MaleZombie

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

FemaleZombie

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



