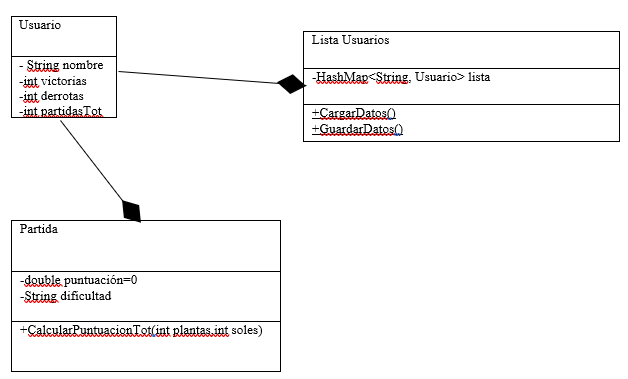
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| Jugador |
| -int soles |



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| ZombieComun |
| -JLable zombieComunImg |

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| ZombieGrandullon |
| -JLabel zombieDeportistaImg |

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| --- |
| <<abstract>>  Personaje |
| -int resistencia  -int daño  -int rango  -int contador |
| + muerto():boolean  + atacar(Personaje)  +abstract crearImagen(int i,int j):JLabel  +abstract getImagen():JLabel |

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| --- |
| <<abstract>>  Zombie |
| -int frecuenciaMov |

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| ZombiePistolero |
| -JLable zombiePistoleroImg |

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| ZombieDeportista |
| -JLabel zombieDeportistaImg |

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| --- |
| ZombieCaraCubo |
| -JLabel zombieCaraCuboImg |

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| --- |
| <<abstract>>  Planta |
| -int coste  -int frecuencia |

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| --- |
| Girasol |
| -int solesGenerado  -JLabel girasolImg |

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| FrutaEstrella |
| -JLabel frutaEstrellaImg |

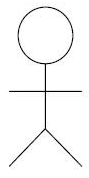
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| ColBoxeadora |
| -JLabel colBoxeadoralImg |

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| Nuez |
| -JLabel nuezImg |

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| Petacereza |
| -JLabel petacerezaImg |

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| LanzaGuisantes |
| -JLabel lanzaguisantesImg |

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| <<extend>> |



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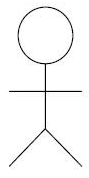
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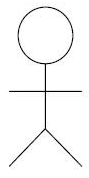
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