GameObject

position
sprite
file_name
isSpriteCreated

+ GameObject()
+ ~GameObject()
+ load()
+ draw()
+ setPosition()
+ getPosition()
+ getFileName()
+ spriteContains()
+ move()
+ move()
and 7 more...

TowerGameObject

_range_shape
clock
time
_rate_of_fire
_target
_strategy

+ TowerGameObject()
+ ~TowerGameObject()
+ getRangeShape()
+ getRateOfFire()
+ getTarget()
+ setRangeShape()
+ setRateOfFire()
+ setTarget()
+ circleToCircleIntersection()
+ canAttack()
+ canApplySpecialAfterEffects()
+ executeStrategy()

Tower

+ serial
# _id
# _name
# _type
# _upgrade_level
# _power
# _range
# _special_effect
# _buy_cost
# _upgrade_cost
# _sell_cost

+ Tower()
+ ~Tower()
+ upgradeTower()
+ canApplySpecialAfterEffects()
+ attack()
+ findCollisionPath()
+ rotateTowardsTarget()
+ angleInDegrees()
+ getID()
+ getName()
and 24 more...

Bulldog

+ Bulldog()
+ upgradeTower()