```
GameObject
       # position
       # sprite
       # file_name
       # isSpriteCreated
         GameObject()
           ~GameObject()
       + load()
       + draw()
       + setPosition()
       + getPosition()
       + getFileName()
       + spriteContains()
       + move()
        + move(j)
       and 7 more...
                Δ
       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
#_se"
  __<sub>ry</sub>rade_cost
_sell_cost
___
+ Tower()
+ ~Tower()
+ upgrade Tower()
+ canApplySpecialAfterEffects()
+ attack()
+ findCollisionPath()
+ rotateTowardsTarget()
+ angleInDegrees()
+ getID()
+ getName()
and 24 more...
          BabyBulldog
         BabyBulldog()
         BabyBulldog()
        + upgradeTower()
```