GameObject

position
sprite
file_name
isSpriteCreated

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

Tower

+ serial
# _id
# _name
# _type
# _upgrade_level
# _power
# _range
# _range_shape
# _rate_of_fire
# _special_effect
# _buy_cost
and 6 more...

+ Tower()
+ ~Tower()
+ upgradeTower()
+ canAttack()
+ canApplySpecialAfterEffects()
+ attack()
+ executeStrategy()
+ findCollisionPath()
+ rotateTowardsTarget()
+ angleInDegrees()
and 33 more...

TowerDecorator

_decoratedTower

+ TowerDecorator()
+ TowerDecorator()
+ ~TowerDecorator()

AdultShihTzuUpgrade

+ adult_upgrade_cost

+ AdultShihTzuUpgrade()
+ AdultShihTzuUpgrade()
+ ~AdultShihTzuUpgrade()
+ getTowerSpecs()