```
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_effe
  _special_effect
# buy_cost
and 6 more...
+ Tower()
+ ~Tower()
+ upgradeTower()
+ canAttack()
+ canApplySpecialAfterEffects()
+ attack()
+ executeStrategy()
+ findCollisionPath()
+ rotateTowardsTarget()
+ angleInDegrees()
and 33 more...
          BabyBulldog
       + BabyBulldog()
       + BabyBulldog()
       + upgradeTower()
```