```
GameObject
       # position
       # sprite
       # file name
       # isSpriteCreated
       + GameObject()
       + ~GameObject()
       + load()
       + draw()
       + setPosition()
       + getPosition()
       + getFileName()
       + spriteContains()
       + move()
       + move()
       and 7 more...
                Δ
              Tower
+ serial
#
  id
# _name
#_type
#_upgrade_level
#_power
#_range
# _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...
                Δ
         TowerDecorator
      # decoratedTower
      + TowerDecorator()
      + TowerDecorator()
      + ~TowerDecorator()
                Δ
          FreezeEffect
       + upgrade_cost
         special effect
       + FreezeEffect()
       + FreezeEffect()
       + ~FreezeEffect()
       + getTowerSpecs()
       + attack()
```