```
GameObject
# sprite
# file name
# isSpriteCreated
+ GameObject()
                            IObserver
+ ~GameObject()
+ load()
+ draw()
+ setPosition()
                           + update()
+ getPosition()
+ getFileName()
+ spriteContains()
+ move()
+ move()
and 7 more...
                  Tower
      id
    #
      name
       type
       _upgrade_level
    #
      _power
    # range
    # _range_shape
    # _rate_of_fire
# _special_effect
    #_buy_cost
    #_upgrade_cost
# sell cost
    #_sell_cost
#_target
    - clock
    time
    + Tower()
    + ~Tower()
    + upgradeTower()
    + canAttack()
    + canApplySpecialAfterEffects()
    + attack()
    + update()
    + findCollisionPath()
    + rotateTowardsTarget()
    + angle()
    and 30 more...
                 ShihTzu
            + ShihTzu()
            + upgradeTower()
```