```
GameObject
       # position
       # sprite
       # file_name
       # isSpriteCreated
       + GameObject()
          GameObject()
       + load()
       + draw()
       + setPosition()
       + getPosition()
       + getFileName()
       + spriteContains()
       + move()
       + move()
       and 7 more...
      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
   range
#_special_effect
#
  _buy_cost
#
  _upgrade_cost
#
  _sell_cost
+ Tower()
+ ~Tower()
+ upgradeTower()
+ canApplySpecialAfterEffects()
+ attack()
+ findCollisionPath()
+ rotateTowardsTarget()
+ angleInDegrees()
+ getID()
+ getName()
and 24 more...
        TowerDecorator
       _decoratedTower
     #
       TowerDecorator()
        TowerDecorator()
        -TowerDecorator()
               Δ
           SlowEffect
        upgrade_cost
         _special_effect
        SlowEffect()
        SlowEffect()
       + ~SlowEffect()
        getTowerSpecs()
        attack()
```