```
GameObject
# position
# sprite
# file name
# isSpriteCreated
+ GameObject()
+ ~GameObject()
+ load()
+ draw()
+ setPosition()
+ getPosition()
+ getFileName()
+ spriteContains()
+ move()
+ move()
and 7 more...
TowerGameObject
```

#_range_shape # clock # time # _rate_of_fire + TowerGameObject()

+ getRangeShape() + getRateOfFire() + setRangeShape() + setRateOfFire()

+ ~TowerGameObject()

+ circleToCircleIntersection()

+ canApplySpecialAfterEffects()