```
GameObject
       # position
       # sprite
       # file_name
       # isSpriteCreated
       + GameObject()
       + ~GameObject()
       + load()
       + draw()
       + setPosition()
       + getPosition()
       + getFileName()
       + spriteContains()
       + move()
       + move()
       and 7 more...
               Λ
             Tower
+ serial
ر
پر _id
#
# _name
# _type
# _type
# _upgrade_level
# _power
# _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...
        TowerDecorator
      #_decoratedTower
      + TowerDecorator()
      + TowerDecorator()
      + ~TowerDecorator()
     AdultBulldogUpgrade
   + adult upgrade cost
   + AdultBulldogUpgrade()
   + AdultBulldogUpgrade()
   + ~AdultBulldogUpgrade()
   + getTowerSpecs()
```