```
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
#
# _target
  _strategy
+ TowerGameObject()
+ ~TowerGameObject()
+ getRangeShape()
+ getRateOfFire()
+ getTarget()
+ setRangeShape()
+ setRateOfFire()
+ setTarget()
+ circleToCircleIntersection()
+ canAttack()
+ canApplySpecialAfterEffects()
+ executeStrategy()
             Tower
+ serial
#
  _id
  name
  _type
# _upgrade_level
# _power
   range
  _special_effect
#
  _buy_cost
  _upgrade_cost
#
#
  _sell_cost
+ Tower()
+ ~Tower()
+ upgradeTower()
+ canApplySpecialAfterEffects()
+ attack()
+ findCollisionPath()
+ rotateTowardsTarget()
+ angleInDegrees()
+ getID()
+ getName()
and 24 more...
               Λ
        TowerDecorator
        decoratedTower
      + TowerDecorator()
      + TowerDecorator()
        ~TowerDecorator()
               Λ
     AdultBulldogUpgrade
   + adult_upgrade_cost
   + AdultBulldogUpgrade()
   + AdultBulldogUpgrade()
    ~AdultBulldogUpgrade()
   + getTowerSpecs()
```