```
GameObject
       # position
       # sprite
       # file_name
       # isSpriteCreated
       + GameObject()
       + ~GameObject()
       + load()
       + draw()
       + setPosition()
       + getPosition()
       + getFileName()
       + spriteContains()
       + move()
       + move()
       and 7 more...
                Δ
       TowerGameObject
   range_shape
# clock
# time
# _rate_of_fire
# target
___a.e_0
# _target
# _str
  strategy
+ TowerGameObject()
+ ~TowerGameObject()
+ getRangeShape()
+ getRateOfFire()
+ getTarget()
+ setRangeShape()
+ setRateOfFire()
+ setTarget()
+ circleToCircleIntersection()
+ canAttack()
+ canApplySpecialAfterEffects()
+ executeStrategy()
              Tower
  serial
#
  id
#
  _name
اند. _
# _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
            ShihTzu
         ShihTzu()
        + upgradeTower()
```