|  |
| --- |
| Turret |
| Enemy targetEnemy;  Float range;  Float fireRate;  Float fireCountDown; |
|  |

|  |
| --- |
| PlayerStats(); |
| Int money;  Int startMoney;  Int lives;  Int startLives; |
| Start() |

|  |
| --- |
| Bullet(); |
| Float speed;  Int damage;  Float explosionRadius;  GameObject ImpactEffect; |
| Seek()  HitTarget()  Explode()  Damage() |

|  |
| --- |
| Enemy(); |
| Float startSpeed;  Float speed;  Float startHealth;  Float health;  Int worth;  GameObject deathEffect;  Image healthBar; |
| TakeDamage()  Slow()  Die() |

Relasi Antar Class pada Game Tower Defense

|  |
| --- |
| Wave |
| GameObject enemy;  Int count;  Float rate |
|  |