```
CTile
    # symbol
    + CTile()
    + ~CTile()
    + print()
    + getType()
    CActiveTile
  # pos_x
  # pos y
  + CActiveTile()
  + getX()
   + getY()
      CEnemy
    + health
    + CEnemy()
    + getType()
  CEnemyImmune
- tower color
+ CEnemyImmune()
+ getType()
+ getImmuneTower()
```