**GameDriver**-Runs the game, contains a JPanel called GamePanel

**GamePanel:**

Fields: JPanel menu, JButton[] gameBoard, **PriorityQueue**<Enemy>

Public static void animate(int speed)

\*Moves enemies to their next location based on speed, inflicts damage to enemies that are in range\*

Public static void run()

\*Continuously runs the animate method\*

Public static void spawn()

\*Spawns a wave of enemies using a **priorityqueue**\*

**MenuPanel extends JPanel**

Fields: JLabel money, JLabel score, JButton build, JButton quit

Public static void update(int m, int s)

\*Updates the JLabels by taking two integer parameters\*

Public static void build()

\*Opens BuildPanel\*

Public static void quit()

\*Closes the game and saves highscore\*

**BuildPanel extends JPanel**

Fields: JTextField coord, JButton Sniper, JButton Bomb, JButton Ice, JButton Confirm

This Panel contains a **List** of radial buttons for tower selection.

Public static void confirm()

\*Passes an argument to the gameBoard to build a tower, returns true afterwards\*

**Enemy extends JButton**

Fields: int speed, int health, imageIcon pic

Public static void move()

\*moves the the next available position\*

**(Abstract) Tower extends JButton**

Fields: int damage

Public static abstract void attack()

\*Abstract\*

**Sniper, Bomb, Ice extend Tower**

Public static void attack()

**Ice**: Attacks enemies within 2 squares and reduces their speed by 1

**Bomb**: Attacks enemies within 3 squares

**Sniper**: Attacks with low damage enemies within 4 squares