## **TowerDefense**

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- + main(String[])
- + setRelation(View, String): Controller

## Model

- currency: int
- blood: double
- board: ArrayList<ArrayList<Integer>>
- + Model(String)
- + init()
- + addTower(int, int, int): int
- + removeTower(int, int): int
- + addCurrency(int): int
- + subtractCurrency(int): int
- + getCurrnecy(): int
- + setBlood(double)
- + getBlood(): double

## Controller

- model: Model
- settingTower: int
- newTowerPos int[]
- + field: type
- + field: type
- + Controller(Model)
- + mouseMoved(int, int)
- + cancelBuying(): int
- + addTower(): int
- + removeTower(int, int): int
- setPos(int, int)
- + getPos(int, int): int[]
- + buyTower(int): int
- + getCurrency(): int
- + getBlood(): double
- + getNewTowerPos(): int[]
- + arrived(int)



