TowerDefense

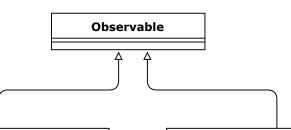
- + main(String[])
- + setRelation(View, String): Controller

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)

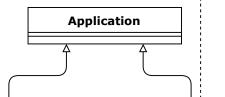


Enemie

- enemieID: int
- image: ImageView
- movement: TranslateTransition
- blood: int
- blood: int
- row: int
- speed: int[]
- live: int[]
- + Enemie(int, int, String, boolean)
- + movementEvent()
- + getTransX(): double
- + stop()
- + remove()
- + getID(): int
- + getView(): ImageView
- + getBlood(): int
- + setBlood(int)
- + getMovement(): TranslateTransition
- + subBlood(int)
- + start()
- + normal()
- + fast()
- + getRow(): int

Tower

- towerID: int
- image: ImageView
- movingPower: Circle
- movement: TranslateTransition
- powerColor: Color[]
- powerSpeed: double[]
- col: int
- row: int
- targets: ArrayList<Enemie>
- listener: ChangeListener
- + Tower(int, int, int)
- + movementEvent()
- getCol(double): int
- + setTarget(ArrayList<Enemie>)
- + addTarget(Enemie)
- + getID(): int
- + getView(): ImageView
- + getMovement(): Circle
- + remove()
- + stop()
- + start()
- + normal()
- + fast()
- + getRow(): int



<<interface>>
Observer

Menu

- borderPane: BorderPane
- easyButton: Button
- hardButton: Button
- + Menu()
- + start(Stage)
- + buttonEvent(Stage)

View

- controller: Controller
- menu: Stage
- gameStage: Stage
- mainPane: BorderPane
- gameboard: GridPane
- currency_label: Label
- blood_label: Label
- buying_label: Label
- mode: String
- board: ArrayList<ArrayList<Tower>>
- targets: ArrayList<ArrayList<Enemie>>
- enemiesPerTime: int
- enemiesSize: int
- nonChangableMode: boolean
- lose: boolean
- + View(Stage, String)
- + init()
- + start(Stage)
- setupGame()
- setupGameBoard()
- addEnemies()
- + addTargets(int, Enemie)
- addEventForGameBoard()
- placeTower()
- sellTower(int, int)



- setupLeftSideMenu()
- + exec(String)
- backToMenu()
- startNewGame()
- setupUppSideMenu()
- displayHome()
- + update(Observable, Object)
- removeEnemy(int, int)