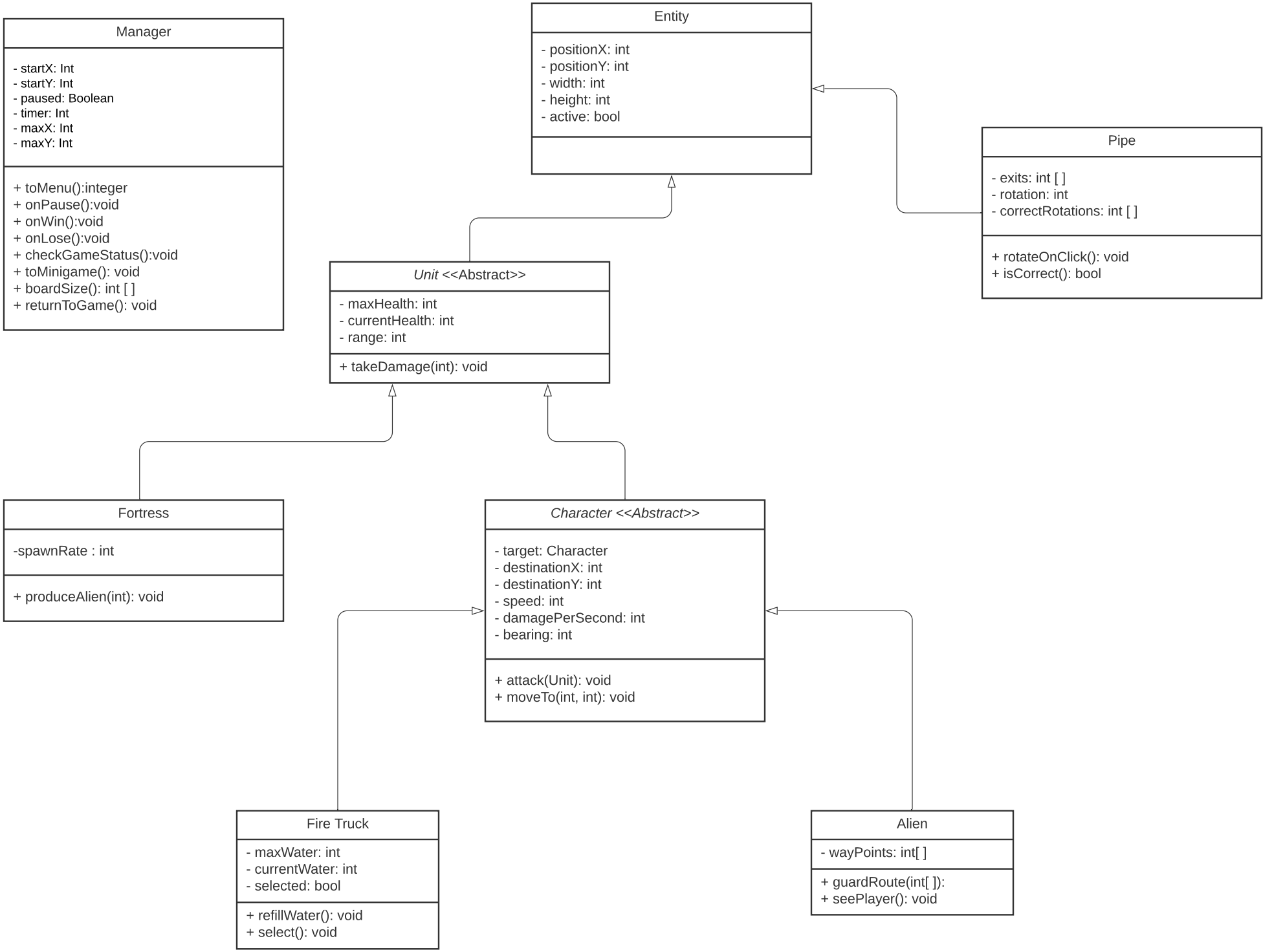
Manager
- startX: Int
- startY: Int
- paused: Boolean
- timer: Int
- maxX: Int
- maxY: Int
+ toMenu():integer
+ onPause():void
+ onWin():void
+ onLose():void
+ checkGameStatus():void
+ toMinigame(): void
+ boardSize(): int [ ]
+ returnToGame(): void
Entity
- positionX: int
- positionY: int
- width: int
- height: int
- active: bool
Pipe
- exits: int [ ]
- rotation: int
- correctRotations: int [ ]
+ rotateOnClick(): void
+ isCorrect(): bool
Unit <<Abstract>>
- maxHealth: int
- currentHealth: int
- range: int
+ takeDamage(int): void
Fortress
-spawnRate : int
+ produceAlien(int): void
Character <<Abstract>>
- target: Character
- destinationX: int
- destinationY: int
- speed: int
- damagePerSecond: int
- bearing: int
+ attack(Unit): void
+ moveTo(int, int): void
Fire Truck
- maxWater: int
- currentWater: int
- selected: bool
+ refillWater(): void
+ select(): void
Alien
- wayPoints: int[ ]
+ guardRoute(int[ ]):
+ seePlayer(): void