



Paintable <<interface>>
 + paint(Grapics g) : void
 + setImage(image) : void
 + getCenterPoint() : Point
 + getCenterX() : int
 + getCenterY() : int

Map
 - squareSize : int
 - squareMatrix[][] : MapSquare
 + getMapSquareAtPos(Position) : MapSquare

ATDController
 Attribute
 Attribute
 Operation
 Operation

AnimationThread

Agent <<interface>>
 + act() : void
 + getCenterPoint() : Point
 + isAlive : boolean

ATDModel
 - player : Player
 - map : Map
 - agents : List<Agent>
 Operation
 Operation

ATDView
 Attribute
 Attribute
 Operation
 Operation

Unit <<abstract>>
 Attribute
 Attribute
 update()
 Operation

Tower <<abstract>>
 Attribute
 Attribute
 update()
 Operation

MapSquare <<abstract>>

TowerSquare
 - tower: Tower
 Attribute
 + setTower(Tower)
 Operation

Unit1

Tower1

PathSquare

Speed

? <<interface>>
 landOn()
 Vad landar på en ruta,
 Item, Unit?

TurnSquare

Item

Health

Teleporter