Paintable ‹‹Interface››
+ paint(Grapics g) : void
+ setImage(image) : void
+ getCenterPoint() : Point

Clickable ‹‹**Interface**››
+ click : void

Observer ‹‹interface››

Agent ‹‹interface››
+ act() : void
+ isAlive : boolean

Tower ‹‹abstract››

Unit ‹‹abstract››

BasicTower

FootmanUnit