Player MONOBEHAVIOUR - speed - gravity - isDying - isUp

- FixedUpdate()

- OnCollisionEnter2D()

- OnTriggerEnter2D()

CameraFollowPlayer

- FlipX()

- FlipY

- Death()

- player
- _
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CheckPoint

- color
- activeColor
- spriteRenderer
- Actívate()
- Deactivate()

Deactiv

LoopMove

- isStop
- movementVector
- period
- Stop()
- -

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Projectile

- shooterEnemy
- -
- -
- -
- _

ShooterEnemy

GameController

- keysToWin

- pauseMenu

- PauseMenu()

- ActivateCPoint()

- AddKey()

- IsWin()

- audioManager

- projectile
- shootTarget
- -
- -
- _

SceneChange

- loadLevel
- tpSceneAudio
- isBackSpawn
- LoadLevel()
- WaitBeforeLoadL evel()