

Player
<div>+ <u>player</u>: Player</div> <div>+ speed: float</div> <div>+ gravity: float</div> <div>+ whatIsGround: LayerMask</div> <div>+ waitOnDeath: float</div> <div>- rb:RigidBody2D</div> <div>-mCollider : BoxCollider2D</div> <div>-playerAnimator: Animator</div> <div>- isGrounded: bool</div> <div>- horizontal: float</div> <div>- isFacingRight: bool</div> <div>- isDying: bool</div> <div>- gameController: GameController</div> <div>+ facingUP: true</div> <div>+ spawnPoint: Vector2</div> <div>- collectingGemstoneEffect: AudioSource</div> <div>- deathSound: AudioSource</div>
<div>- Awake()</div> <div>- Start():</div> <div>- Update()</div> <div>- FixedUpdate()</div> <div>- OnCollisionEnter2D(Collision2D collision</div> <div>- OnTriggerEnter2D(Collider2D other)</div> <div>- ManageDeath() : IEnumerator</div> <div>- Flip()</div> <div>- FlipVertically()</div> <div>- CheckIsGrounded(): bool</div> <div>- RespondToGravityInput()</div>

GameController
<div>+ <u>gc</u>: GameController</div> <div>- checkPoint : GameObject</div> <div>+ gemstonesCount: TextMeshProUGUI</div> <div>+ gemstonesText: TextMeshProUGUI</div> <div>+ gemstonesDestroyed: bool[]</div> <div>- gemstonesNeededToWin: int</div> <div>- gemstonesCollected: int</div> <div>+ victory: GameObject</div>
<div>- Awake()</div> <div>+ CheckVictory:bool</div> <div>+ AddGemstone()</div> <div>+ RespawnPlayer(Player player)</div> <div>+ ReLoadLevel()</div>

LevelChanger
<div>connection : LevelConnection</div> <div>firstLevel: LevelConnection</div> <div>targetSceneName: string</div> <div>spawnPoint: Transform</div> <div>gameController: GameController</div> <div>player: Player</div>
<div>- Start()</div> <div>- OnCollisionEnter2D(Collision other)</div> <div>+ Reset()</div>

Checkpoint
<div>+ enabledColor : Color</div> <div>- spriteRenderer: SpriteRenderer</div>
<div>- Start()</div>

Gemstone
<div>+ g :Gemstone</div> <div>+ isActive : bool</div>
<div>- Awake()</div> <div>- Start()</div>

EnemyShooting
<div>+ bullet: GameObject</div> <div>+ bulletPos: Transform</div> <div>- shootingSoundEffect: AudioSource</div> <div>- timer: float</div> <div>- player: GameObject</div>
<div>- Start()</div> <div>- Update()</div> <div>- Shoot()</div>

EnemyBullet
<div>+ player: GameObject</div> <div>- rb: RigidBody2D</div> <div>- force: float</div>
<div>- OnBecameVisible()</div> <div>- Start()</div> <div>- OnCollisionEnter2D(Collision2D collision)</div>

BulletPool
<div>+ instance : bulletPool</div> <div>- pooledObjects: List&lt;GameOBBject&gt;</div> <div>- amountToPool: int</div> <div>- bulletPrefab: GameObject</div>
<div>- Awake()</div> <div>- Start()</div> <div>- GetPooledObject(): GameObject</div>

UI
<div>+ ui :UI</div>
<div>- Awake()</div>

PauseMenu
<div>+ pauseMenu: GameObject</div> <div>+ <u>pM</u>: PauseMenu</div> <div>+ isPaused: bool</div>
<div>- Awake()</div> <div>- Update()</div> <div>+ ResumeOrPause(bool pause)</div> <div>+ QuitGame()</div>

MainMenu
<div>+ PlayGame()</div> <div>+ QuitGame()</div>

Victory
<div>+ victory: GameObject</div> <div>+ <u>vT</u>: Victory</div> <div>- controller: GameController</div>
<div>- Awake()</div> <div>- Start()</div> <div>- Update()</div>

EnemyMovement
<div>-movementVector : Vector2</div> <div>-period : float</div> <div>+ isStop: bool</div> <div>+movementFactor: float</div> <div>+facingRight: bool</div> <div>-startingPos: Vector3</div>
<div>- Start()</div> <div>- Flip()</div> <div>- Stop()</div>

LevelConnection : ScriptableObject
<div>+ <u>ActiveConnection</u> : LevelConnection</div>