Afterlmage : MonoBehavior	CameraTracking : MonoBehavior	PlayerAiming : MonoBehaviour	Maidens : Mon	oBehavior		Health : MonoBehavior	
- activeTime: float	+ target: Transform	- isAimingWithMouse: bool	- delay: float			- transparent: bool	
- fade: float	- Update(): void	- blueness: float	+ boss: Boss			- postHitTime: float	
- sprite: SpriteRenderer	Damage : MonoBehavior	- animator: Animator	+ maidens: Mai	iden[]	$\neg$	- color: Color	
+ destroyTime: float	+ targetIsPlayer: bool	- camera: Cam	- Update(): void	t		+ postHit: bool	
- Start(): void	- OnTriggerEnter(Collider other): void	+ stabbing: bool	+ ThrowRose(): void		+ vulnerable: bool		
- Update(): void	PlayerMovement : MonoBehavior	+ projectionReady: bool				+ health: int	
	- controller: CharacterController	+ particles: ParticleSystem		Maidan . M	<b>∀</b> IonoBehavior	+ roses: GameObject[]	
		+ beamPrefab: Projectile			se: Rigidbody	+ blood: ParticleSystem	
	- Update(): void	+ sword: RawImage				+ particles: ParticleSystem	
		+ debugObject: Transform		+ rosePrefab: Rigidbody		+ results: Results	
		- Start(): void	+ ThrowRose(): void  Projectile: MonoBehaviour  - age: float		+ sprite: SpriteRenderer	<u> </u>	
		- Update(): void			- Start(): void - Update(): void	Results : MonoBehaviour	
		- AutoDetectInput(): void				- gameOver: bool	
		- AimAtMouse(): void	- lifespan: float			- UpdateHealthBar(): void	- victory: bool
		- AimWithController(): void	- velocity: Vector3			- Death(): void	- endTime: float
		- Stab(): void	+ InitBullet(Vec	tor3 vel): voic		- PostHitInvulnerability(): voi	- Update(): void
		- SwordUlColor(); void	- Update(): void	d		+ Damage(): void	+ ResultsIn(bool bossKilled)
		- OnControllerColliderHit(ControllerColliderHit hit): void	- RaycastChecl	k(): void			

State

boss: Boss

