Rocket

```
speed : float
lifetime : float
explosionRange : float
explosionForce : float
flightPath : FlightPath
ballisticAngle : float
explosion : GameObject
playerTag : string
zoneRadii : List<float>
zoneStrength : List<float>
birthTime : float
```
```
Start() : void
Update() : void
OnCollisionEnter(Collision) : void
SetRange(float) : float
Explode() : void
OnDrawGizmos() : void
```

PlayerManager

```
color : Color
lastHit : PhotonPlayer
netman : Netman
spawnPointObj : GameObject
respawnTime : float
deathTime : float
requestSpawn : bool
mover : Mover
```
```
Start() : void
Update() : void
SetSpawnPoint(Vector3) : void
SetColor(Vector3) : void
HitBy(PhotonPlayer) : void
OnDeath() : void
Respawn() : void
```

RespawnPoint

```
+ player : PhotonPlayer
+ particleEffectSystem : GameObject
+ color : Color
```
```
+ StartAnimation() : void
+ AssignTo(PhotonPlayer) : void
+ SetColor : void
```

Netman

```
gameScene : string
respawnTag : string
playerPrefab : GameObject
hasSpawn : bool
playerListLabel : UILabel
startTime : float
gameTime : float
playerColors : Color[]
usedColors : Dictionary<int, Color>
freeColors : List<Color>
playerScores : Dictionary<int, int>
playerList : List<RocketFightPlayer>
playerCountRoom : int
```
```
Start() : void
Update() : void
OnPlayerConnect() : void
OnPlayerDisconnect() : void
OnFailedToconnectToPhoton(DisconnectCause) : void
OnConnectedToMaster() : void
OnPhotonRandomJoinFailed() : void
OnJoinedRoom() : void
OnLeftRoom() : void
GameOver() : void
DisplayPlayerList() : void
GetPlayer(int) : RocketFightPlayer
OrganizeSpawning() : void
SetScore(int, int) : void
IncreaseScore(int) : void
SpawnPlayer(Vector3, Vector3) : void
AddPlayer(PhotonPlayer, Vector3) : void
RemovePlayer(int) : void
```

RocketFightPlayer

```
+ photonPlayer : PhotonPlayer
+ color : Color
+ score : int
```
```
+ RocketFightPlayer(PhotonPlayer)
+ ToString() : string
```

InputManager

```
controlable : bool
cooldown : float
projectile : GameObject
muzzleFlash : GameObject
groundTag : string
lastShot : float
shotDir : Vector3
anim : Animator
mover : Mover
controllingPlayer : PhotonPlayer
cursorTex : Texture2D
cursorSizeX : int
cursorSizeY : int
```
```
Awaker() : void
Update() : void
OnGUI() : void
GetMouseHitPoint() : Vector3
Shoot(Vector3) : void
SetPlayer(PhotonPLayer) : void
GetPlayer() : PhotoPlayer
```

CharacterMover

```
+ controllerMovement : Vector3
+ physicMovement : Vector3
+ movementSpeed : float
+ controlable : bool
- controller : CharacterController
```
```
+ Awake() : void
+ Update() : void
+ SetControllerMovement(Vector3) : void
+ SetPhysicMovement(Vector3) : void
+ Teleport(Vector3) : void
```

PlayerInter

```
interpolatoionBackTime : double
m_BufferedState : State[]
m_TimestampCount : int
anim : Animator
```
```
Awaker() : void
OnPhotonSerializeView(PhotonStream, PhotonMessageInfo) void
Update() : void·
```

State

```
timestamp : double
pos : Vector3
rot : Quaternion
```

AutoDestructShuriken

```
OnlyDeaktivate : bool
```
```
OnEnable() : void
CheckIfAlive() : IEnumerator
```

DeathTrigger

```
OnTriggerEnter(Collider) : void
```

PlayerPhysic

```
fadeTime : float
controlableWhileForce : bool
curvePower : float
forceSet : List<Force>
mover : Mover
```
```
Start() : void
Update() : void
CalculateFrameForce() : Vector3
CleanUpForceSet() : void
ApplyForce(Vector3) : void
```

Force

```
vector : Vector3
timestamp : float
```
```
Force(Vector3, float)
ToString() : string
```

ScoreBuff

```
staticVFX : GameObject
mobileVFX : GameObject
buffDuration : float
player : PhotonPlayer
pickedUp : bool
startPos : Vector3
pickupTime : float
scoreTime : float
netman : Netman
```
```
Start() : void
Update() : void
Reset() : void
OnTriggerEnter(Collider) : void
```

Static Utility Classes

Utility

```
GenerateOneColorTexture(Color, int, int) : Texture2D
```

ColorX

```
GetHex(int) : string
HexToInt(char) : int
RGBToHex(Color) : string
HexToRGB(string) : Color
```

LoadingAnimation

```
Update() : void
```

NetmanGUI

```
guiSpace : int
setting : string
errorStyle : GUIStyle
playerName : string
message : string
displayError : bool
errorMsg : string
nman : Netman
chatLog : Dictionary<float, string>
playerStringStyle : Dictionary<int, GUIStyle>
playerStringBackground : Texture2D
```
```
Start() : void
OnGUI() : void
connectPlayer() : void
SortPlayerList(PhotonPlayer[]) : PhotonPlayer[]
AddChatMessage(string, float) : void
```

ExplosionAnimation

```
growSpeed : float
lifeTime : float
initScale : Vector3
birthTime : float
```
```
Start() : void
Update() : void
```

LoadToGame

```
Update() : void
```