Script architecture

# Managers: reference to all assemblies

**GameController**

+GameStates : Begin, Combat, Win, Lose

+SwitchState(GameState)

# Entity : base class for others

\*Basic properties and behaviours that Enemies can have

-IMove : Move(Vector3)

-Properties: Health, Armor, team

-Behaviour: GetDamage(amount), GetHealth(amount)

Player -> Framework(PlayerInput), Building system, SupportShip

+Move : mouse, joystick

+Shot : left mouse, finger tapping

+Ulti : key U, mobile button

**ShipMove** : convert Screen position to WorldSpace position and pass it to Transform.

**PlayerLoot(old : ItemLooter) :** pick the Item near Player up and ship it to Inventory

**ShipShot:** command all SupportShips and ShipComposite to shot

Building system -> Framework(PlayerInput, Pool), Weapon, Item

**ShipComposite**: m\*n array containing ShipModules

**ShipModule**

ShipComponent:

# SupportShip -> Weapon:

**Move** : follow Player and Enemies

**Shot** : SupportShips shot if the bullet path intersects with Enemies

# Enemy -> Entity, Weapon

Move : follow the Orbit

Shot :

# Item:

**ItemCode, ItemType**

**ItemProfileSO**

**ItemAbstract**

**ItemControl**

**Marketable**

# Inventory -> Item

InventoryManager -> Inventory, InventorySlot, ItemInventory

Inventory -> ItemInventory

ItemInventory: Contain info about item

InventorySlot: Use to render item information on Slot

# Weapon -> Bullet

WeaponSO : texture, damage, firerate, ammor penetration

GunShot: create Bullet

LaserShot: launch a Laser

# Bullet -> Entity

**Movement**: Move -> IMove, WormShapeMove -> IMove

**Explode** :

+Deal damage and self-destruct if they collide with targets

+Give the Bullet ability to deal AOE damage

# FrameWork : good tools for UwU, they don’t reference to any assemblies

**PlayerInput:** post events by delegate, ShipMove, PlayerLoot, ShipShot will receive it

**LoadScene** : get string as parameter and load a new scene with the given string

**Timer** : handle timing tasks

**ObjectPool** : Destroying and Creating objects make the game laggy, A pool of pre-created Object will solve this problem

**StrobeEffect**