Oscillator : MonoBehaviour

-[SerializeField] movement:Vector3
-[SerializeField] period:float = 2f;
-movementFactor:float
-startingPos:Vector3

-Start()
-Update()

ObjectMover : MonoBehaviour

-[SerializeField] offset:Vector3
-[SerializeField] speed:float

-Update()

FinishProtocol : MonoBehaviour

-[SerializeField] success:AudioClip
-[SerializeField]
successParticles:ParticleSystem
-audioSource:AudioSource

-Start()
-OnCollisionEnter(Collision)

Rocket : MonoBehaviour

-[SerializeField] rcsThrust:float = 45f;
-[SerializeField] upwThrust:float = 630f;
+[SerializeField] loadLevelDelay:float = 1f;
-[SerializeField] mainEngine:AudioClip
+[SerializeField] death:AudioClip
-[SerializeField]
mainEngineParticles:ParticleSystem
+[SerializeField]
deathParticles:ParticleSystem
-rigidbody:Rigidbody
-audioSource:AudioSource
-collisionHandler:CollisionHandler
+isTransitioning:bool = false;
+collisionDisabled:bool = false;

-Start()
-Update()
-ProcessInput():void
-RespondToThrustInput():void
-RespondToRotateInput():void
-ApplyThrust():void
-StopApplyingThrust():void
-ManualRotation(float):void
-RespondToDebugKeys():void

CollisionHandler : MonoBehaviour

-rocketShip:Rocket
-audioSource:AudioSource

-Start()
-OnCollisionEnter(Collision)
-StartSucessSequence():void
-StartDeathSequence():void
+LoadNextLevel():void
-ReloadLevel():void