

ExitMenu:MonoBehaviour
+Quit():void

ScoreBoard:MonoBehaviour
-score:int -scoreText:Text
-Start() +ScoreHit(int):void



Enemy:MonoBehaviour
-[SerializeField] deathFX:ParticleSystem -scoreBoard:ScoreBoard -[SerializeField] scorePerHit:int = 12; -[SerializeField] hits:int = 10;
-Awake() -AddBoxCollider():void -OnParticleCollision(GameObject) -ProcessHit():void -KillEnemy():void

SelfDestruct:MonoBehaviour
-[SerializeField] destructionDelay:float
-Start()

BossBeamOscillator:MonoBehaviour
-[SerializeField] start:Transform -[SerializeField] end:Transform -[SerializeField] period:float = 2f;
-Update() -Oscillate():void

MusicPlayer:MonoBehaviour
-Awake()

SceneLoader:MonoBehaviour
-Start() -LoadFirstScene():void

PlayerController:MonoBehaviour
-[SerializeField] xSpeed:float -[SerializeField] ySpeed:float -[SerializeField] xBoundary:float -[SerializeField] yBoundary:float -[SerializeField] positionPitchFactor:float = -5f; -[SerializeField] positionYawFactor:float = 1.5f; -[SerializeField] controlPitchFactor:float = -20f; -[SerializeField] controlRollFactor:float = -20f; -horizontalThrow:float -verticalThrow:float -isControlEnabled:bool = true; -[SerializeField] guns:GameObject[] -[SerializeField] exitMenuUI:GameObject
-Update() -ToggleExitMenu():void -PauseGame():void -ProcessMovement():void -ProcessRotation():void -TurnNosePosition():float -ProcessFiring():void -SetGunsActive(bool):void +OnPlayerDeath():bool = false

CollisionHandler:MonoBehaviour
-[SerializeField] loadLevelDelay:float = 1f; -[SerializeField] deathFX:GameObject
-OnTriggerEnter(Collider) -StartDeathSequence():void -ReloadScene():void