Spaceships

fuel: float
maxFuel: float
fuselageIntegrity: float
fuselageMaxIntegrity: float
canRefuel: bool
isFlying: bool
canPressR: bool
consumingFuel; bool
currentGravity: float
tempGravity: float
speed: float
gravity: float
barFuel: GameObject
barFuselage: GameObject

Fly()
IsRefueling()
TakingDamage()
IsDead()

AttackShip

missile: GameObject
instancePoint: Transform
rb: Rigidbody
time: float
fireRate: float
rotateSpeed: float
saveYou: bool
isAttacking: bool
contSaveYou: float

SaveYou()
IsAttacking()
OnTriggerEnter()
OnColisionEnter()

Spacecraft

enoughFuel: bool
gameOverCont: float
gameOver: bool
win: bool

Falling()
OnTriggerEnter()
OnColisionEnter()