## MonoBehaviour

## **IPlayerComponent**

- + OnPlayerDeath()
- + OnPlayerDespawn()
- + OnPlayerRespawn()
- + OnPlayerSpawn()

## **IPlayerInteractionActions**

- + OnAttack()
- + OnInteract()

## PlayerInteraction

- + OnAttack()
- + OnInteract()
- + OnPlayerDespawn()
- + OnPlayerSpawn()