IPlayerComponent

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

Player

+ AvatarIndex
+ Camera
+ PlayerIndex

+ OnCloseIngameMenu()
+ OnNetworkDespawn()
+ OnNetworkSpawn()
+ OnOpenIngameMenu()
+ OnPlayerDespawn()
+ OnPlayerSpawn()
~ Die()
~ RequestToggleIngameMenu()
~ Respawn()
~ SwitchCamera()
~ SwitchController()

PlayerAvatar

+ NextIndex
+ PreviousIndex

+ OnPlayerDeath()
+ OnPlayerDespawn()
+ OnPlayerRespawn()
+ OnPlayerSpawn()
~ OnAvatarIndexChanged()
~ SetAvatar()

PlayerCamera

+ LookAtTarget
+ TrackingTarget

+ OnPlayerDespawn()
+ OnPlayerSpawn()

PlayerInteraction

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

PlayerUi

+ OnDown()
+ OnNext()
+ OnPlayerDespawn()
+ OnPlayerSpawn()
+ OnPrevious()
+ OnRequestMenu()
+ OnUp()

PlayerVars

+ AvatarIndex

+ OnNetworkDespawn()
+ OnNetworkSpawn()
+ OnPlayerDespawn()
+ OnPlayerSpawn()