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| Pilot |
| Ship : Ship  Currency : Int  Faction1 : Int  Faction2 : Int  Faction3 : Int  Allies/Companions : Array<AI\_Pilot> |
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| AI\_Pilot : Pilot |
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| Ship |
| Hull : Float  Components : Array<Component> |
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| Component |
| EnergyCost : Float (Negative)  IsOn : Boolean |
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| --- |
| Engine : Component |
| MaxSpeed : Float  CurrSpeed : Float  AccelRate : Float  TurnRate : Float  CurrPowerLevel : Float |
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| Shield : Component |
| MaxHealth : Float  CurrHealth : Float  RegenRate : Float  CurrPowerLevel : Float |
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| --- |
| Weapon : Component |
| Damage : Float  CurrDamagePowerLevel : Float  FireRate : Float  FireCost : Float  Capacity : Float  LaserColor : RGB?  CurrPowerLevel : Float |
| OnEventLClick() (Fire)  OnEventRClick() (Zoom) |

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| Power Generator : Component |
| TotalPower : Float |
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