**Objectpooler** creates objects before everything because we need scripts that belongs to objects.

Creater() function gets objects from scriptables and generates as much as their counts.

In Awake(), objects created one per count, Spawnpoints created one per count, PatrolPoints created four per count. In case of objects uses patrols that have points more than 4 it will throw null point exception.

GetPooledObject() function returns pooledobjects with their tag.

**BallBehaviour** controls everything about ball.

In Update() calls prediction and with if conditions creates a vector that moves ball.

In Prediction() ball changes its position according to force vector.

In Kick() waits for pass animation and after that applies force vector to velocity of the ball. After hit holder animation = idle

OnCollisionEnter2d() includes conditions for ball if it collides with a friend or an enemy.

OnTriggerEnter and Exit2d checks for goal and field if ball triggers them. (In this case we are going to levelcomplete, gamecomplete, gameend or playagain.)(You got it.)

MoveCam() moves camera to holder if it is holding the ball (We have to block commands while camera moving in case of players tries to hit ball.)

**PatrolOfFriend aka POF** controls movement and patrol target of friend.

OnTriggerEnter2D activates HandlePatrol. Handlepatrol() changes target for patrol movement.

goToNextTarget() moves object with the vector that position of targets created. Also Zone() fills that zone between targets with area object by using this vectors. Game shall not end if ball in the zone. (Zone in Update() in my project. Check it out.)

**PatrolOfEnemy aka POE**  PatrolOfFriend without Zone().

**Aim** arrow changes it’s position and scale according to force vector.

Scale() changes scale of arrow in the AxisX. Repositions and rotates it.

In Update() creates force vector and enables-disables spriterenderer of arrow.

**GameManager** activates objects that created in pool and sets their settings.

FriendPatrolType & EnemyPatrolType includes basic patrol positions that placed according to spawn points.

In Assigner() every object in the game gets their settings from ScriptableObjects.

OnEnable() objects activates in scene. (fixed) Also there is a bunch of code that creates a list of spawnpoints and randomize their positions.