**GAMEMANAGER**

GameState

Score

Cash

Currentlevel

Loadlevel

**UIManager**

scoreText

healthtext

cashtext

canvasas

**GAMEEVENTS**

Reportplayer/enemyhit

Reportdead

Reportportaldestroyed

**Unit-PLAYER-Enemy**

Public Health

Public attackPower

Public weight

Public speed

Public UnitName

ATTACK ()

HIT ()

DIE ()

ComboCOUNTER ()

ENUMS For enemy- enemy type

**Animator**

Hit ()

Attack ()

Dead ()

Combo () 1-x for each

Special attack animation ()

**SpawnManager**

Int currentwave

Spawnpoints[]

Int thiswavefinish

**Loot**

**Points()**

**Loot()**

**PLayerfollowcamera**

Camera rig follow