

## PlayerVRRR

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|---|--|
| <ul style="list-style-type: none"><li>• Control character using VR</li><li>• Control Hands using VR</li></ul> | <ul style="list-style-type: none"><li>• Player Controller</li><li>• Collider Follow Controller</li></ul> |
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## Player Controller

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| <ul style="list-style-type: none"><li>• Allow Player Movement</li><li>• Send Sync Variables</li><li>• Allow player to enter and exit plane</li></ul> | <ul style="list-style-type: none"><li>• PlayerVRRR</li><li>• Collider Follow Controller</li></ul> |
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## DayNightCycle

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| <ul style="list-style-type: none"><li>• cycle through day</li><li>• cycle through night</li><li>• count days</li><li>• count months</li><li>• count years</li><li>• count time passed</li></ul> | <ul style="list-style-type: none"><li>• MoonModule</li><li>• SkyboxModule</li></ul> |
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## MoonModule

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| <ul style="list-style-type: none"><li>• set intensity of the moon brightness through the night time</li></ul> | <ul style="list-style-type: none"><li>• SkyboxModule</li><li>• DayNightCycle</li></ul> |
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## SkyboxModule

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| <ul style="list-style-type: none"><li>• change the skybox colour depending on the time of day / night</li></ul> | <ul style="list-style-type: none"><li>• DayNightCycle</li><li>• MoonModule</li></ul> |
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## GunController

- get fire point of weapon
- control shooting speed
- control magazine size
- control available ammo
- control ammo taken from gun
- control bullets per tap
- control bullets left
- control bullets shot
- control time between shots
- control time between shooting shots
- control reload time
- control button holding
- control shooting
- control ready to shoot

- Player Controller

## Simple attach

- Control what is attached to hands
- Control how much objects is attached

- PlayerVRRR

## SkellyController

- control behaviour of AI
- control speed of AI

- SkellyTrigger

## SkellyTrigger

- control if AI will move
- control if AI will stop

- SkellyController
- Player Controller

**BearController**

- |   |   |
|---|---|
| <ul style="list-style-type: none"><li>• control behaviour of AI</li><li>• control speed of AI</li></ul> | <ul style="list-style-type: none"><li>• BearTrigger</li></ul> |
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**BearTrigger**

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|---|--|
| <ul style="list-style-type: none"><li>• control if AI will move</li><li>• control if AI will stop</li></ul> | <ul style="list-style-type: none"><li>• BearController</li><li>• Player Controller</li></ul> |
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**ColliderFollowController**

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| <ul style="list-style-type: none"><li>• make collider follow the camera</li></ul> | <ul style="list-style-type: none"><li>• PlayerVRRR</li></ul> |
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**planeAOETrigger**

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|--|---|
| <ul style="list-style-type: none"><li>• Detect players position around plane</li></ul> | <ul style="list-style-type: none"><li>• Player Controller</li></ul> |
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**PlanePilot**

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| <ul style="list-style-type: none"><li>• Allow player to fly plane</li><li>• Allow player to rotate plane</li><li>• Allow player to change the angle of the plane</li><li>• Allow player input using touchpad</li></ul> | <ul style="list-style-type: none"><li>• Player Controller</li></ul> |
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**bulletMove**

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| <ul style="list-style-type: none"><li>• Allow projectile to move</li></ul> |  |
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### HealthBar

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|---|---|
| <ul style="list-style-type: none"><li>• convey health of the player</li></ul> | <ul style="list-style-type: none"><li>• Player Controller</li></ul> |
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### HungerBar

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|---|---|
| <ul style="list-style-type: none"><li>• convey hunger of the player</li></ul> | <ul style="list-style-type: none"><li>• Player Controller</li></ul> |
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### WaterBar

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| <ul style="list-style-type: none"><li>• convey water of the player</li></ul> | <ul style="list-style-type: none"><li>• Player Controller</li></ul> |
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### StaminaBar

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| <ul style="list-style-type: none"><li>• convey stamina of the player</li></ul> | <ul style="list-style-type: none"><li>• Player Controller</li></ul> |
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### GameManagerMP

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| <ul style="list-style-type: none"><li>• create a player object for waiting room</li></ul> |  |
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### BasicNetManager

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|---|--|
| <ul style="list-style-type: none"><li>• when server starts add players</li><li>• disconnect players</li></ul> |  |
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## Canvas UI

- Display canvas
- show up when in lobby room

- PlayerUI
- Player

## Player

- gives player network identity
- allows to ready up
- create a temp player for waiting room

- Canvas UI
- PlayerUI

## PlayerUI

- Displays the ready button
- Displays players name
- Displays when everyone is ready

- Player
- Canvas UI

## Throwable

- Allow for objects to have physics in VR
- Allow to throw objects with different mass

- PLayerVRRR
- Interactable

## Interactable

- Allows for objects to be interacted with
- Highlights objects that can be interacted with
- Allows for player to interact with them using VR input

- PlayerVRRR
- Throwable

## Network Identity

- Gives object a unique network ID
- Network Transform

## Network Transform

- Allows for online objects to update on server
- Allows for clients to see objects moving
- Updates objects position to server
- Updates objects rotation to server
- Updates objects scale to server
- Network Identity

## Velocity Estimator

- Estimates velocity of objects
- Estimates position of the object
- Throwable