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Class diagram change report

Name changes:

- Interaction component → PlayerInteractionComponent

In **PlayerInteractionComponent**:

- Src: Transform → interactor: Transform (The reasoning behind this change is clarity – "src" or "source" might be unclear, while "interactor" clearly indicates that the player is meant)
- SendRay(ray : Ray) → checkInteraction(ray: Ray)

Inventory, Item, CollectableItem:

- These components have been removed, as they will now be handled by the SaveAndLoad Manager. Since we plan to save everything long-term, dynamic access through an inventory is unnecessary.

CharacterComponent:

- Removed - there's no need for it as we can use the Game Object from the player.

PlayerMovement:

- All elements related to jumping, velocity, etc., have been removed, as they are not needed for our project.

New changes:

- We want to create a class that can be used across all scenes, allowing the player to access the main menu at any time.
- All the classes we've programmed have been integrated accordingly.