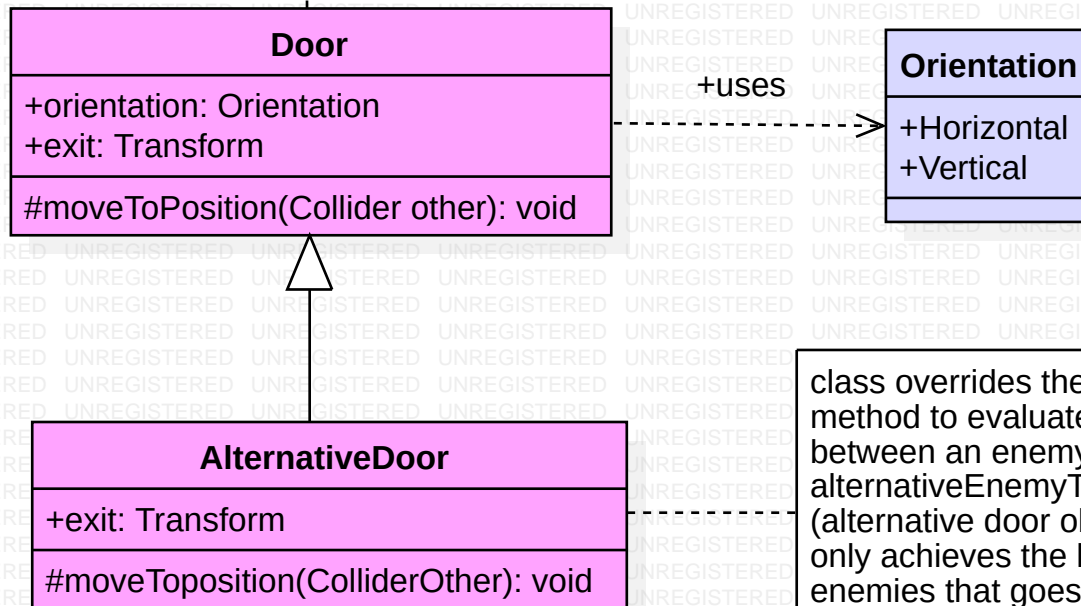


Model Doors Diagram

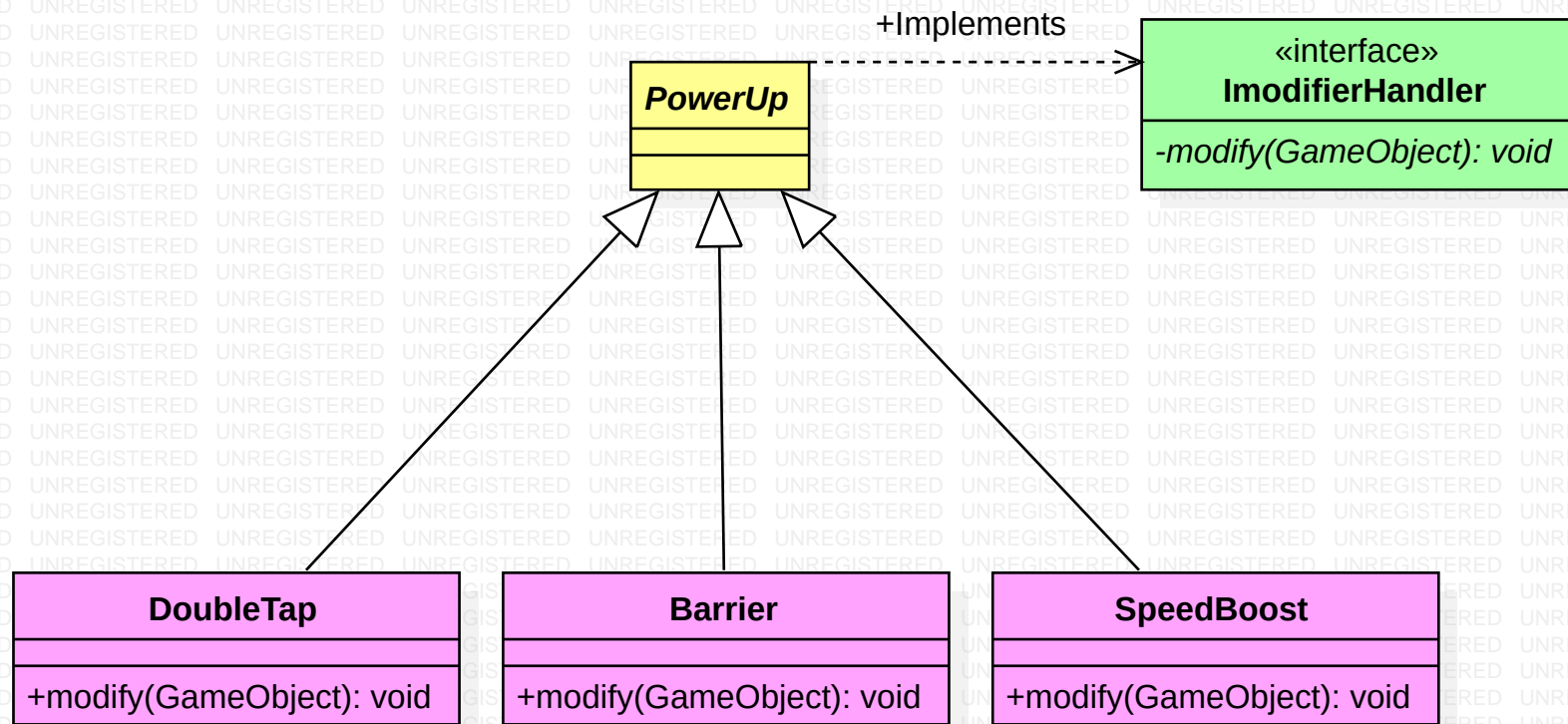
(Door extends Monobehavior) class uses an enum to set the orientation of the door. This achieves the loop effect of the enemy ship when it goes out of the camera.

Enum that indicates the orientation of the door



class overrides the `moveToPosition` method to evaluate the collision between an enemy with an `alternativeEnemyTag` and the left door (alternative door object in scene) . this only achieves the loop effect for enemies that goes towards the left side.

Model: PowerUps diagram



Model 2: UML Diagram

