UserController

+ playerInput: PlayerController
+ gameMasterReference: GameObjec
- pauseboi: InGamePauseMenu
- endGameMovement: SurvivalSystem
- kH: float
- kV: float
- J: bool
- mouseX: float
- mouseY: float
-gH: float
-gV: float
-gAxisX: float
-gAxisY: float

PlayerController

+ charMovement: CharacterController
+ playerEyes: GameObject
- moveDirection: Vector3
+ movementSpeed: float
+ jumpSpeed: float
+ gravity: float
+ mouseSensitivity: float

+ KeyboardMove(float h, float v): void
+ Jump(bool j): void
+ CameraLook(float mX, float mY): void

NetworkedUser

+ playerInput: PlayerContro
- kH: float
- kV: float
- J: bool
- mouseX: float
- mouseY: float

-Update(): void

NetworkedWeaponSystem

+weaponIndex: int
+equippedWeapons: Weapon[]

-[CMD] CheckFire(): Void
-[RPC] CheckFire(): Void
-[CMD] CycleWeapon(): Void
-[RPC] CycleWeapon(): Void
+WeaponSwitching(): Void
+CycleWeapon(int amount): Void
+SwitchWeapon(int weaponIndex): Weapor

WeaponSystem

+weaponIndex: int
+equippedWeapons: Weapon[]

+CheckFire(): Void
+WeaponSwitching(): Void
+CycleWeapon(int amount): Void
+SwitchWeapon(int weaponIndex): Weapor

Weapon

+Fire(): Abstract Void
+Reload(): Virtual Void

-enemy: GameObject
+blessedWeapon: bool
+damage: int
+ammo: int
+maxAmmo: int
+reloadSpeed: float
+fireInterval: float

Crossbow

+projectileOrigin: Transform
+boltPrefab: GameObject
-glow: Light

+Fire(): Override Void
-CrossbowReload(): IEnumerato

UseAction

-equippedWeapons: Weapo
-currentWeapon: Weapon
-wepIndex: int
-interaction: RaycastHit
-interactionDistance: float

-Update():

HUD

+revolverIcon: Texture2D
+crossbowIcon: Texture2D
+qIcon: Texture2D
+eIcon: texture2D
+gradientIcon: Texture2D
+healthBar: Texture2D
+rIcon: Texture2D
-bulletTexture: Texture2D
+rows: int
+ammoY: float
+ammoX: float
+ammoSpacing: float
+ammoSpacingY: float
+ammoSizeY: float
+ammoSizeX: float
-player: GameObject
+indexRef: WeaponSystem
-showInteractable: bool
-showReload: bool

-OnGUI(): void

InGamePauseMenu

+paused: bool
-goMP: bool
-local: scene
-mP: scene
-asyncLoad: AsyncOperatio

-Update(): void
-OnGUI: void

MainMenu

-mpMenu: GameObject

-OnGUI: void

Revolver

+rayOrigin: Transform
+localForward: Vector3
+fireDistance: float
+attackable: LayerMask

+Fire(): Override Void
-RevolveReload(): IEnumerato

EnemySpawner

+spawnPoints: GameObjec
-children: List
+spawnTimer: float
+spawnInterval: float
+ enemyPrefab: GameObje
+yo: Gameobject
-spawnPointMaxIndex: int

-FixedUpdate(): void

SurvivalSystem

+lifeTimer: float
+lifeTimerVisual: string
+blessed: bool
+gameOver: bool
+skin1: GUISkin

+ method(type): type

Enemy

+health: int
-movementSpeed: float
-damage: float
+Ai: nNavMeshAgent
+target1: GameObject
+target2: GameObject
+target1Spotted: bool
+target2Spotted: bool
+gameManagersReference
+score: float

-OnCollisionStay(): void
+Death: void