## ItemInteractor + item + OnTriggerEnter() + OnTriggerExit()

## ItemAggregatorLarge

- enableTrigger
- targetObj
- initialState
- + Reset()
- Start()

## **ItemAggregatorMedium**

- + dbReport
- + pedestal
- rotationTrigger
- zoomTrigger
- itemAnimator
- + Start()
- + Reset()
- RotationTrigger\_OnTrigger Enter()
- RotationTrigger\_OnTrigger Exit()

## ItemAggregatorMediumAL

- archaeoLabTrigger
- archaeoWalls
- archaeoLab
- Start()
- Reset()