Script Functionality Documentation

1. AgentGeneratorScript: This script is responsible for generating agents in the game. It creates agents based on a prefab, determines generation intervals, controls the number of active agents, and manages their attributes such as name, health, and speed. It also allows assigning random colors to the agents.

2. AgentManager: This script manages the agents in the game. It stores references to all agents and allows adding and removing agents from the list. It also provides functionality to select all agents in the scene or deselect them.

3. AgentScript: This script represents an individual agent in the game. It controls the agent's movement, health, displaying health bars and names. It also handles the agent's reactions to collisions, agent death, and plays explosion effects and sound upon death.

4. DecalDestroyer: This script is responsible for removing decals (e.g., bullet traces) from the game after a specified time. After the decal's lifespan has expired, the script removes it from the scene.

5. LookAtCamera: This script makes an object rotate towards the camera, ensuring that it always faces the camera. It is used to rotate the text in the agents' UI, making it readable for the player.

6. NoCollisionFloor: This script disables collision with the ground for agents, preventing them from taking damage upon contact with the ground. It works by temporarily disabling the collider of the floor when the agent moves downward.

7. NumberPrinter: This script displays numbers from 1 to 100 in a text window. It assigns different colors to numbers divisible by 3, divisible by 5, and the remaining numbers. It also allows toggling the visibility of the number window.

8. SelectionController: This script handles the agent selection controller. Upon button click, it enables selecting or deselecting all agents in the scene.