

LAMP-SPAWNER ✕	
<ul style="list-style-type: none"> • Instantiate lamp on right-click • Calls grow animation on lamp spawn • Keeps reference to lamp prefab 	<ul style="list-style-type: none"> • LAMP-GROW • LAMP-CONTROLLER

LAMP-GROW ✕	
<ul style="list-style-type: none"> • Scales up lamp smoothly using AnimationCurve 	<ul style="list-style-type: none"> • LAMP-SPAWNER

LAMP-CONTROLLER ✕	
<ul style="list-style-type: none"> • Turns lamp on/off • Changes lamp visual state • Stores lamp state (isOn) 	<ul style="list-style-type: none"> • COLOR-BUTTON • FLASH-BUTTON • LAMP-FLASHER • LAMP-BREAKER

COLOR-BUTTON ✕	
<ul style="list-style-type: none"> • Switches button visual on press • Invokes onClick event on release 	<ul style="list-style-type: none"> • LAMP-COLOR-CHANGER

LAMP-FLASHER ✕	
<ul style="list-style-type: none"> • Starts coroutine to flash lamp • Toggles light visibility repeatedly • Stops flashing after delay 	<ul style="list-style-type: none"> • FLASH-BUTTON • LAMP-CONTROLLER

LAMP-BREAKER ✕	
<ul style="list-style-type: none"> • Disables all lamp functions • Stops coroutines • Hides light and UI buttons 	<ul style="list-style-type: none"> • DESTROY-BUTTON • LAMP-CONTROLLER • LAMP-FLASHER

LAMP-COLOR-CHANGER ✕	
<ul style="list-style-type: none"> • Changes lamp color to a random value 	<ul style="list-style-type: none"> • COLOR-BUTTON

FLASH-BUTTON ✕	
<ul style="list-style-type: none"> • Triggers flashing when lamp is on • Starts onClick event • Switches button visual 	<ul style="list-style-type: none"> • LAMP-FLASHER • LAMP-CONTROLLER

DESTROY-BUTTON ✕	
<ul style="list-style-type: none"> • Switches button visual on press • Triggers onClick event on release 	<ul style="list-style-type: none"> • LAMP-BREAKER