LAMPMANAGER ✕

- Detect right-click input
- Check if the click is on empty space
- Instantiate a Lamp prefab at mouse position

| | LAMPUIMANAGER |

LAMPUIMANAGER ✕

- Create 4 buttons for each lamp
- Bind each button to related function
- Add or remove event listeners dynamically

- LAMPCONTROLLER
- LAMPCOLORCHANGER
- LAMPFLASHER

LAMPFLASHER ✕

- Start a Coroutine to make lamp flash
- Stop flashing after few seconds or on break

- LAMPCONTROLLER

LAMPCOLORCHANGER ✕

- Change lamp color randomly when event is triggered
- Provide color change function as a listener

- LAMPCONTROLLER

LAMPCONTROLLER ✕

- Handle on/off state of lamp
- Change sprite (on/off/broken)
- Trigger UnityEvent (OnToggleLight)
- Handle breaking behavior (disable, remove all)

- LAMPCOLORCHANGER
- LAMPFLASHER
- LAMPUIMANAGER