Lamp Spawner

If right mouse is clicked THEN
    get the position of the mouse in the world.
    creat a new Lamp perfab at that position.
    play the grow animation of the Lamp
END IF

Toggle Button

WHEN toggle button is clicked
    If Lamp is currently of THEN
        turn it on
    ELSE
        turn it off
    ENE IF
END WHEN

Chang Lamp Color

WHE color button is clicked.
    generate a random color.
    apply it to the Lamp's visual element.
END WHEN

Lamp Flasher

WHEN flash button is clicked
    If Lamp is on AND not already flashing THEN
        start flashing coroutine.
        (light visibility change repeatedly for a short time)
        Stop flashing automatically.
    END IF
END WHEN.

Destroy Lamp

WHEN destroy button is clicked
    If the Lamp is not already broken THEN
        disable all interactive of the Lamp.
        Stop any going coroutines
        hide the light and disable All buttons.
        Chang Lamp appearance to broken
    END IF
END WHEN.