

LvlMgr

-LoadAsynchronously(sceneName):IEnumerator

-loadingScreen:GameObject

+Levels(levelName:String):void

-slider:Slider

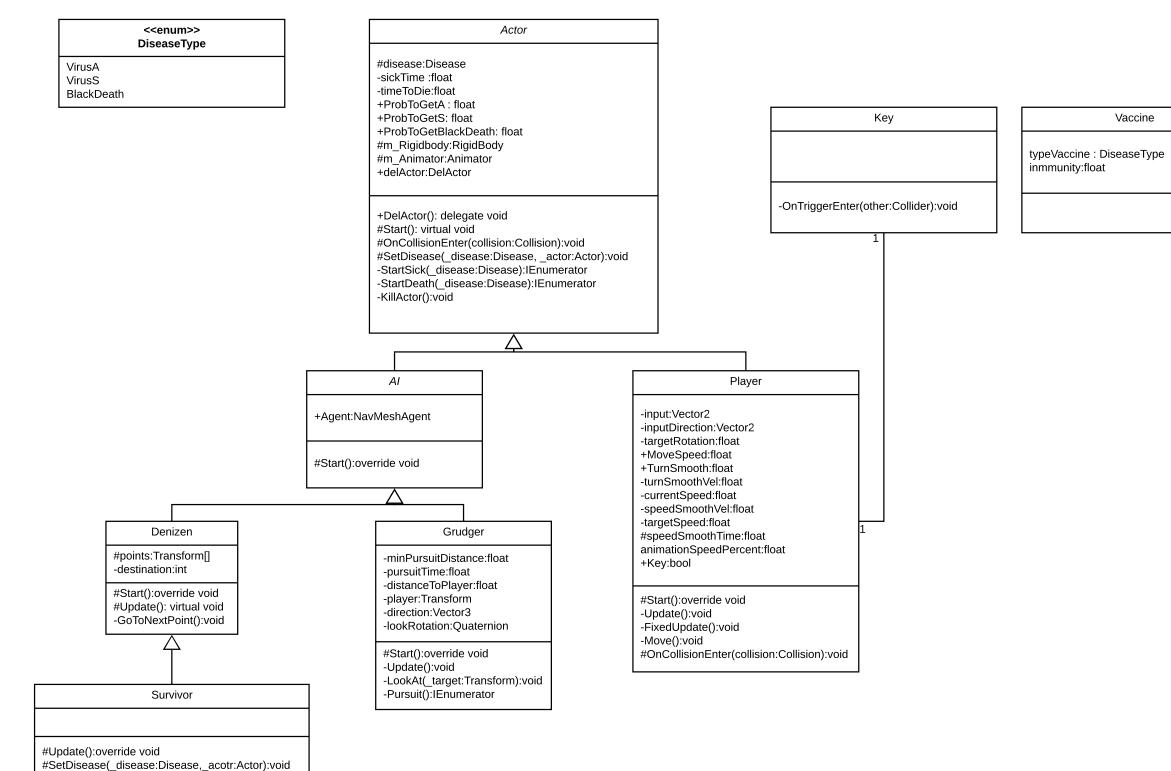
+Instance:Factory +Fabricate(template:GameObject, position:Vector3) +Fabricate(_template:GameObject,_position:Vector3,_type:DiseaseType):void GameManager -key:GameObject -plane:Collider -vaccineTemplate:GameObject -numberOfEachVaccine:int -Start():void +PausedGame():void +ResumeGame():void +ExitGame():void

-GetRandomPoint():Vector3

Factory

Disease +TimeUntilDeath:float #initialOnSet:float +Type:DiseaseType #speedDecrease:float +OnSet:float # Start():virtual void #ShowSymptoms():void #ChangeColor(color:Color):void #DecreaseActorSpeed(percentOfDecrease:float):void VirusA # Start():override void #ShowSymptoms(): override void VirusS # probToGetFreeze:float #Start():override void #ShowSymptoms(): override void #Freeze():void #StopMovement(_al:Al): virtual IEnumerator #StopMovement(player:Player, actualSpeed:float):virtual IEnumerator BlackDeath -GetComponents():void #Start(): override void #ShowSymptoms(): override void -DecreaseSpeed(_al:Al):IEnumerator -DecreaseSpeed(_player:Player):IEnumerator #StopMovement(al:Al):override | Enumerator #StopMovement(_player:Player,_actualSpeed:float): override IEnumerator

-GetVaccine():void



Vaccine