```
||}
             {UnitShooting
           |+ fireRate
           - m firingPoint

    nextFire

           - m_lineRenderer
           - m offset
           m_layerMask
           |+ Shoot()
           - Start()
           - ShootLaser()
                                          {GroupLeader
                                |+ m_positions
                                + groupID
                                + units
                                + m_spacing
                                - m_StopDistance- m_Target
                                - m_TargetDirection
                                - m MaxSpeed
                                - m_Speed
           -m_unitShooting

    m_FormationPointPrefab

                                |+ SetLocation()
                                + SetTarget()
                                + SetFormation()
                                # SetLinePosition()
                                - Start()
                                - FixedUpdate()
                                - RemoveExcessTransformations()
                                - MoveUnits()
     {UnitFieldOfView
|+ m_radius
+ m_engagementRanged
+ m_angle
+ m_targetLayer
+ m_obstructionLayer
+ m_obstructionOnlyLayer
+ visibleTargets
+ m meshResolution
+ edgeResolveIterations
+ edgeDstThreshold
+ maskCutawayDst
+ viewMeshFilter
+ m_target
                                                 -m_groupLeader
+ m_enemySpotted

    viewMesh

- m_targetsInView
|+ DirFromAngle()
- Start()
- FindVisibleTargets()
- OnDrawGizmos()
LateUpdate()
- FindTargetsWithDelay()
- DrawFieldOfView()
FindEdge()
- ViewCast()
              -m_unitFieldOfView
        {BaseUnit
|+ m goal
- m_targetDestination
- m_agent
- m_rigidbody2D

    m_rotationSpeed

- m_rotationModifier
- m destinationReached
- m_toggleGoal
- m_selectedGameObject
- m_viewVisualisation
- m health
|+ SetTargetPosition()
+ GetLeader()
+ AssignLeader()
+ LoseHealth()
+ SetupTeam()
+ SetSelectedVisible()
- Awake()
Start()
- FixedUpdate()

    Idle()

- CheckPosition()
- RotateTowards()
- SetAgentPosition()
```

{MonoBehaviour