```
{MonoBehaviour
||}
```

```
{UnitShooting
|+ fireRate
- m_firingPoint
- nextFire
- m_lineRenderer
- m_offset
- m_layerMask
|+ Shoot()
- Start()
- ShootLaser()
        }
```

-m_unitShooting

```
{UnitFieldOfView
|+ m_radius
+ m_engagementRanged
+ m_angle
+ m_targetLayer
+ m_obstructionLayer
+ m_obstructionOnlyLayer
+ visibleTargets
+ m_meshResolution
+ edgeResolveIterations
+ edgeDstThreshold
+ maskCutawayDst
+ viewMeshFilter
+ m_target
+ m_enemySpotted
- viewMesh
- m_targetsInView
|+ DirFromAngle()
- Start()
- FindVisibleTargets()
- OnDrawGizmos()
- LateUpdate()
- FindTargetsWithDelay()
- DrawFieldOfView()
- FindEdge()
- ViewCast()
        }
```

-UnitFieldOfView

```
{UnitMovement
|- m_movementSpeed
- m_rotationSpeed
- m_rotationModifier
- m_movePosition
- m_rigidbody2D
- m_velocityVector
|+ SetMovePosition()
+ SetVelocity()
- Awake()
- Update()
- FixedUpdate()
        }
```