

{MonoBehaviour
||}



{PlayerUnitSpawner

|+ m_spawnTime

+ m_maxUnits

+ m_unit

+ m_spawnPoint

+ m_rotation

+ m_troopCount

- m_time

- m_overlay

- m_prefabImage

- m_unitProductionUI

- m_unitsQueued

- m_unitsBeingBuiltText

- m_coroutineInUse

- m_nextSpawn

- m_opponent

- m_spawnArea

|+ SpawnUnit()

Start()

- Update()

- CreatingUnit()

- SpawnUI()

}