```
{MonoBehaviour
||}
```

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