

{MonoBehaviour
||}



```
{ControlPointController
|+ id
- m_progress
- m_progressSpeed
- m_teamAffiliation
- m_captureState
- m_unitInsideControlPointList
- m_controlPointTrigger
- m_previouslyOwned
- m_capturedStatus
- m_controlPointColor
|+ GetProgress()
+ GetColor()
+ GetTeamAffiliation()
- Start()
- OnControlPointEnter()
- OnControlPointExit()
- OnControlPointCapture()
- OnControlPointLoss()
- Update()
- Capture()
- Contested()
- Reverting()
- RevertBackToOtherTeam()
- CheckWhosInControlPoint()
- setColor()
}
```