

{MonoBehaviour
||}



```
{RTSGameController
|+ m_selectedUnits
+ m_team
+ m_AI
+ dropdowns
- m_selectedAreaTransform
- m_startPosition
- m_formation
- m_offset
- TeamSelector
- FormationSelector
|+ SetTeam()
+ SetFormation()
+ GetCurrentFormation()
# SetFormationPosition()
# GetLinePositionList()
- Awake()
- Update()
- GetBoxFormation()
}
```