

{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()
}
```



```
{AiUnitSpawner
||# Start()
- Update()
}
```