

```
{MonoBehaviour
||}
```



```
{Selection
|# m_unitManager
# m_startPosition
- m_GroupLeaderPrefab
- m_controller
|# SelectUnits()
# MoveSelection()
# GroupSelection()
- Start()
- ClearSelection()
}
```



```
{PlayerSelection
|- m_selectedAreaTransform
|- Update()
}
```