{MonoBehaviour ||{BaseUnit |+ m goal - m targetDestination m agent m_rigidbody2D m rotationSpeed m rotationModifier m_unitFieldOfView m destinationReached m toggleGoal m selectedGameObject - m viewVisualisation m health m groupLeader |+ SetTargetPosition() + GetLeader() + AssignLeader() + LoseHealth() + SetupTeam() + SetSelectedVisible() Awake() Start() - FixedUpdate() Idle() CheckPosition() RotateTowards() SetAgentPosition() {Trooper