```
{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()
              }
```

```
{FiniteStateMachineAI
|- m_states
- m_wayPoints
- m_rallyPoints
- m_entityLayer
- m_maxSoldiers
- m_ordersTimeDelay
- m_selectionArea
- m_formations
|- Awake()
- Start()
- Orders()
- GatherForces()
            }
```