```
{MonoBehaviour
             ||
                      {ControlPointTrigger
                   |- m unitsInControlPoint
                   + GetUnitInControlPoint()
                   - OnTriggerEnter2D()
                   - OnTriggerExit2D()
                            -m_controlPointTrigger
    {ControlPointController
|+ id
- m_progress
- m_progressSpeed
- m teamAffiliation
- m captureState
- m unitInsideControlPointList
- m_previouslyOwned
- m_capturedStatus
- m controlPointColor
|+ GetProgress()
+ GetColor()
+ GetTeamAffiliation()
- Start()
- OnControlPointEnter()
OnControlPointExit()
- OnControlPointCapture()
- OnControlPointLoss()
Update()
- Capture()
Contested()
- Reverting()
- RevertBackToOtherTeam()
- CheckWhosInControlPoint()
setColor()
                +m_capturePoint
{ControlPointUI.MapArealmage
|+ m progressImage
```