

{MonoBehaviour
||}



```
{GameManager
|+ m_debugMode
+ m_controlPointControllers
+ m_resourcePointControllers
+ m_team1Reserves
+ m_team1Score
+ m_team1ControlledPoints
+ m_team1ControlledResources
+ m_team2Reserves
+ m_team2Score
+ m_team2ControlledPoints
+ m_team2ControlledResources
+ instance
- m_gamePaused
- m_maxResources
- m_pauseTextObject
- m_reserveGeneration
- m_generationTimer
- m_timeScale
- m_team1ScoreText
- m_team1ResourceText
- m_team2ScoreText
- m_team2ResourceText
|+ PointsCaptured()
+ PointsLost()
- Start()
- Update()
- ToggleGamePause()
- GenerateScore1()
- GenerateScore2()
- GenerateFunding1()
- GenerateFunding2()
}
```