Interface	
PMenu	
• Check if uses hit ESC key if they did sets timeScale to 0 to freeze time • sets the Pmenu as active and allows the user to interact with it.	

Goal	
• Checks if player has reached the goal yet: OnTriggerEnter (SceneManager.LoadScene(Winning screen))	

CameraFollow	
• Follows the player around, can be given an offset to position the camera at the right angle.	

PlayerPos	
• check if the player has hit an object it shouldn't of • If it has it sets them back to last touched checkpoint	• GameMaster • CheckPoint

GameMaster

• sets what is to be loaded when the player hits a bad object	

CheckPoint

• when the player passes though a checkpoint, sets the new player spawn location as the position of the checkpoint hit	• GameMaster • PlayerPos

MainMenu

• Sets the timeScale to 1 to stop errors from the pause menu • if a button is clicked send the user to that scene	

ObsticalMovement

• used only for testing • spins some objects around clockwise or anti clockwise	

PlayerMovement

• detects what input is being used: • moveHorizontal = Input.GetAxis("Horizontal"); • moveVertical = Input.GetAxis("Vertical");	