1. My Enemy and Civilian classes
   1. They inherited from the target class and override the death method
2. My Target and Destructible class
   1. I made a “Damageable” interface which all classes that take damage will inherit
3. My ShootWithRaycast class checks for any “Damageable” object, in which then it deals damage to all of them
   1. The targets substituted are Civilian and Enemy for Target, and then Target and Destructable with Damageable
4. Scripts that control buttons allow you to call a method which then in turn calls the static singleton game manager via GameManager.LoadScene(name)
5. No, since the singleton game manager is a static global class, it can be called just via its name
6. I implemented multiple destructible targets, including different target types (friendlies and enemies that give points accordingly) and destructible obstacles (pillars in second room)