

SingleManager: NetworkManager

- Start(): void

PlayerMove: NB

- speed: float  
- rigi: Rigidbody  
- player: Player

- FixedUpdate(): void  
- Awake(): void  
- Move(): void

EnemyNetworkSync: NB

[SyncVar]  
- realPosition: Vector3  
[SyncVar]  
- realRotation: Quaternion  
- updateInterval: float

- Update(): void  
- CmdSync(vector3 position, Quaternion rotation): void  
- RpcSync(vector3 position, Quaternion rotation): void

Player: NetworkBehaviour

[SyncVar]  
+ health: int  
[SyncVar]  
+ score: int  
+ gameOver: bool  
- scrH: float  
- scrW: flaot

- OnGUI(): void

Enemy: NetworkBehaviour

+ targets: Player[]  
+ closestPlayer: Player  
[SyncVar]  
+ health: float  
+ playerToCredit: Player  
+ newDmg: float  
+ oldDmg: float  
+ showDamageBox: bool  
- agent: NavMeshAgent  
- closestDist: float  
- scrW: float  
- scrH: float

- Update(): void  
- FixedUpdate(): void  
- Awake(): void  
- OnGUI(): void  
- UpdateTarget(): void  
- ShowDamage(): void  
IEnumerator  
- RpcDie(): void

Spawner: NB

- spawnPoint: int  
- spawnRate: float  
- nextSpawn: float  
+ enemyPrefab: GameObject  
+ enemySpawnPoints: Transform[]

- Update(): void  
- Spawn(): void

HUD: NetworkBehaviour

- scrW: float  
- scrH : float  
- gun: GunMove  
- player: Player  
- players: Player[]  
- menu: MainMenu

- Update(): void  
- Awake(): void  
- OnGUI(): void

MainMenu: NB

- scrW: float  
- scrH : float  
- audioSlider: float  
- showResOptions: bool  
- buttonName: string  
- fullscreenToggle: bool  
- resScrollPosition: Vector2  
+ inMainMenu: bool  
+ inSingleGame: bool  
+ inMultiGame: bool  
+ startedGame: bool  
+ singlePlayer: GameObject  
+ showOptionsMenu: bool  
+ audi: AudioSource

- Update(): void  
- Start(): void  
- OnGUI(): void  
- HomeMenu(): void  
- OptionsMenu(): void  
- ResOptionsFunc(): void  
- SaveOptions(): void

PlayerWeapons: NB

-gun GunMove  
[SyncVar]  
+ selectedWeapon: int  
+ maxAmmo: int[]  
+ curAmmo: int[]  
+ reloading: bool[]  
+ reloadRate: float  
+ nextReload: float

- FixedUpdate(): void  
- Awake(): void  
- FixedUpdate(): void  
- SwitchWeapon(): void  
- Reload(): void

GunMove: NetworkBehaviour

+ mouse\_pos: Vector3  
+ target: transform  
+ object\_pos: Vector3  
+ angle: float  
+ pistolDamage: float  
+ rifleDamage: float  
+ shotgunDamage: float  
+ fireRate: float[3]  
+ nextFire: float  
- rigi: Rigidbody  
- lit: Light  
- lr: LineRenderer  
- weps: PlayerWeapons  
- plyr: Player

- FixedUpdate(): void  
- Awake(): void  
- OnGUI(): void  
- Shoot(): void  
- Move(): void  
- CmdAttack(int weapon, float damage): void  
- RpcAttack(int weapon, float damage): void  
- DisableLR(Vector3[] point, int weapon): IEnumerator

NetworkSync: NB

[SyncVar]  
- realPosition: Vector3  
[SyncVar]  
- realRotation: Quaternion  
- updateInterval: float

- Update(): void  
- CmdSync(vector3 position, Quaternion rotation): void