Car_physics

+angle_speed:int

+Rb: Rigidbody2D

-wheelJoints:WheelJoint2D

-back_wheel:JointMotor2D

-front_wheel:JointMotor2D

+map:LayerMask

+br:LayerMask

+back_wheel_Layer:Transform

+ground:bool

+bridge:bool

-max_speed:float

-max_back_speed:float

-get_Stop:float

-acceleration:float

-deacceleration:float

+brake_force:float

-gravity:float

-axiesZ:float

-Start():void

-Update():void

-FixedUpdate():void

Fuel

+ current_fuel: float

+ fuel_start: float

+ fuel_consumption: float

- Start(): void

-OnCollisionEnter2D(collision:Collision2D): void

CameraControl

+ dampTime: float

- velocity: Vector3

+ target: Transform

- FixedUpdate: void

Player

+ Rb: Rigidbody2D

+Fast_Stop: KeyCode

+Stop: KeyCode

+Gas: KeyCode

+Rotate_to_left: KeyCode

+Rotate_to_right: KeyCode

-waiter(collision:Collider2d): IEnumerator

-restart(): void

-Update(): void

Menu

+ panel: GameObject

+ sound: AudioSource

+ Pause(): void

+ Continue(): void

+ Exit(): void

TerrGer

+ shape: SpriteShapeController

+ fuel: GameObject

+ car: GameObject

+ bridge: GameObject

+ coin: GameObject

- pos: float

- checker: float

+ num_of_fuel_box: int

+ num_of_coins: int

- start_point: flaot

- scale: int

- num_points: int

- FixedUpdate(): void

- AddFuel(): void

- AddCoins(): void

StartTerr

+ shape: SpriteShapeController

- Start(): void

- Start(): void