## **Item Manager**

Item\_UI Item\_Throw Item\_Master DisableMyUI CarryOutThrowActions EventObjectThrow EnableMyUI EventObjectPickup Item\_Pickup Item\_Rigidbody EventPickupAction SetIsKinematicToFalse CarryOutPickupActions SetIsKinematicToTrue Player\_Master CallEventHandsEmpty() Item\_Collider Item\_SetPosition CallEventInventoryChanged() ApplyThrownPhysicsMaterial SetPositionOnPlayer ColliderDisableIsTrigger ColliderEnableIsTrigger Item\_SetLayer Item\_Animator SetItemToThrowLayer DisableMyAnimator

SetItemToPickupLayer

## **Destructibles**

EnableMyAnimator

Destructible\_Health

DeductHealth
CheckIfHealthLow

Destructible\_TakeDamage

ProcessDamage

Destructable\_Master

EventDeductHealth

EventDestroyMe

EventHealthLow

Destructible\_PlayerInventoryUpdate

ForcePlayerInventoryUpdate

playerMaster.CallEventInventoryChanged

Destructible\_CollisionDetection

CollisionCheck
SelfSpeedCheck

Destructible\_Explode

ExplosionSphere
SpawnExplosionParticles