Player

Player Interact

- _outLineMaterial: Material
- _interactableLayerMask: LayerMask
- serviceLocator: ServiceLocator
- _playerUI: UISystem
- _inputManager: InputManager
- currentInteractable: Interactable

+ Start(): void
+ Update(): void
+ OnTriggerEnter(Collider): void
+ OnTriggerExit(Collider): void
+ SetCurrentInteractableToNull(): void

Player Movement

- _camera: Camera
- _movementForce: float
- _jumpForce: float
- _maxSpeed: float
- gravity: float
- jumpMultiplier: float
- fallMultiplier: float
- _rotationSpeed: float
- ForceDirection: Vector3
- _controller: CharacterController
- _serviceLocator: ServiceLocator
- speed: float
- isRunning: bool

+ Move(Vector2): void
+ StartRun(): void
+ StopRun(): void
+ Jump(): void
+ LookAt(): void
+ CheckPlayerJumping(): void
+ GetPlayerVelocityMagnitude(): float
+ IsPlayerGrounded(): bool
+ GetMaxSpeed: float

Player Location

+ Awake(): void

Player Spawner

- obstacleMask: LayerMask
- startPosition: Vector3
- characterController: CharacterController

+ Start(): void
+ OnTriggerEnter(Collider): void

Player Animation

- animator: Animator
- playerMovement: PlayerMovement

+ Start(): void
+ Update(): void