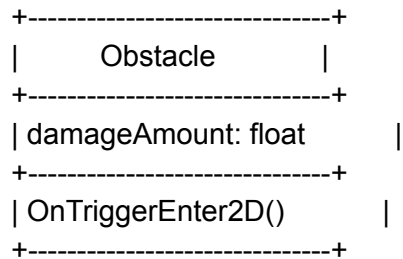
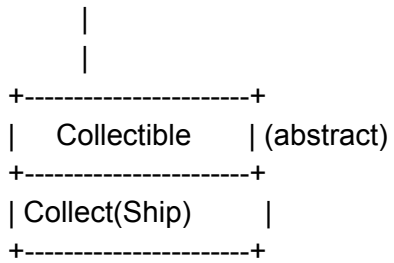
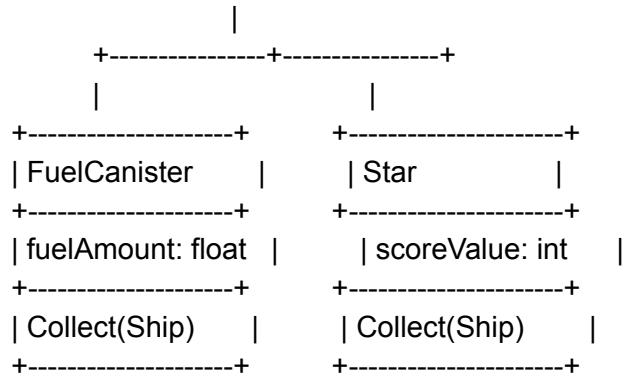


| passes Ship reference



|
damages Ship

```
+-----+
| CollectibleSpawner |
+-----+
| collectiblePrefabs[] |
| spawn timing & positions |
+-----+
| SpawnCollectible() |
+-----+
```

```
+-----+
| ObstacleSpawner |
+-----+
| obstaclePrefab |
| spawn timing & positions |
+-----+
| SpawnObstacle() |
+-----+
```

```
+-----+
| SpawnerManager |
+-----+
| collectibleSpawner: ref |
| obstacleSpawner: ref |
+-----+
| controls both spawners |
+-----+
```

```
+-----+
| UIManager |
+-----+
| ship: Ship |
| fuelText: Text |
| scoreText: Text |
+-----+
| updates UI using Ship data |
+-----+
```