

```

+-----+
|     Ship      |
+-----+
| speed: float   |
| score: int     |
| fuel: float    |
| drainTimer: float |
+-----+
| AddScore(int)  |
| Refuel(float)  |
| PlaySound(Audio) |
+-----+

```

| passes Ship reference

```

+-----+-----+
|           |           |
+-----+-----+
| FuelCanister | Star      |
+-----+-----+
| fuelAmount: float | scoreValue: int |
+-----+-----+
| Collect(Ship) | Collect(Ship) |
+-----+-----+

```

```

+-----+
|     Collectible   | (abstract)
+-----+
| Collect(Ship)     |
+-----+

```

```

+-----+
|     Obstacle      |
+-----+
| damageAmount: float |
+-----+
| OnTriggerEnter2D()  |
+-----+

```

|  
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 |
+-----+
```