**Control de flujo**

GameManager

Lobby

1. Teletransporte

Mapa

Player

1. Move NavMeshAgent
   1. Move to mouse click
2. Attack
3. Get Damage
4. Particle Effects

Enemigo

1. Move
2. Stats
3. Get Damage
   1. KnockBack
4. Particle Effects
   1. GetHit
   2. Hit
   3. Die

Interfaz

1. Main Menu
2. HUD
3. Inventario
4. Estadísticas
   1. Health
   2. Energy
   3. Speed
5. Opciones
   1. Exit Game
   2. Return
   3. Volume option