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| --- | --- |
| Action Manager | Vector3 MoveForward(Transform, float speed, time deltaTime),  Vector3 MoveBackward(Transform, float speed, time deltaTime),  Vector3 MoveLeft(Transform, float speed, time deltaTime),  Vector3 MoveRight(Transform, float speed, time deltaTime),  Vector3 MoveNorth(Transform, float speed, time deltaTime),  Vector3 MoveSouth(Transform, float speed, time deltaTime),  Vector3 MoveWest(Transform, float speed, time deltaTime),  Vector3 MoveEast(Transform, float speed, time deltaTime),  Jump(RigidBody, float force);  Quaternion SpinX (Transform, float angle);  Quaternion SpinY (Transform, float angle);  Quaternion SpinZ (Transform, float angle); |
|  |  |
| Model manager | ReScale(transform,vec3);  SpinXCW(float angle);  SpinYCW(float angle);  SpinZCW(float angle);  ReColor(transform,vec3); |
|  |  |
| Audio Manager |  |
|  |  |
| World Manager |  |
|  |  |
| Instantiation Manager |  |