|  |  |
| --- | --- |
| Action Manager | MoveForward(speed,pos), MoveBackward(), MoveLeft(), MoveRight()  MoveNorth(); MoveSouth(); MoveEast(); MoveWest()  SpinXForward(float angle);  SpinYForward (float angle); // Turn  SpinZForward (float angle);  Jump();  Jump(forceRate); |
|  |  |
| Model manager | ReScale(transform,vec3);  SpinXCW(float angle);  SpinYCW(float angle);  SpinZCW(float angle);  ReColor(transform,vec3); |
|  |  |
| Audio Manager |  |
|  |  |
| World Manager |  |
|  |  |
| Instantiation Manager |  |