MonoBehavior

Player

+ Energy: int
+ Id: integer
+ IsDeactivated: bool
+ LightType: LIGHT_TYPE
+ MoveDirection: Vector3
+ Name: string
+ Position: Vector3
+ Pulses: int
+ Score: long
+ Team: Team
+ Type: PLAYER_TYPE

+ DecreaseEnergy : void()
+ DecreasePulses: void()
+ OmitLight(): void()
+ OnChargeStation(): boolean
+ Recharge(): void()
+ Shoot: void()

Team

+ Color: TEAM_COLOR
+ Ceiling: integer
+ Players: List<Player>
+ Score: long

+ AddPlayer: bool()
+ UpdateTeamScore: vo

package

LIGHT_TYPE

+ TEAM_COLOR

+ SHOT

TEAM_COLOR (ENUM)

+ RED
+ BLUE

PLAYER_TYPE (ENUM)

+ HUMAN

+ AI

Human

+ Start()

+ Update()

AI

+ Start()

+ Update()