# Dodgeball Deathmatch

## Class Diagram

**PlayerController**

+ _movementSpeed:float
+ Movement:Movement
- _dodgeball:GameObject
- _rbody:Rigidbody2D
- balls:int = 2
- dodgeballPrefab:[SerializeField] GameObject

~ Shoot()
- FixedUpdate()
- Start()
- Update()

**MainMenuController**

+ Play()
+ Exit()

**Timer**

- countdown:bool = false
- canCount:bool = false
- mainTimer:[SerializeField] float
- time:float
- uiText:[SerializeField] Text

+ IsCountingDown()
+ SetTime(float inputTime)
+ Resume()
+ Start()
+ Stop()
- GetTime():float
- Update()

**BallController**

+ speed:float = 16.0
+ rb:Rigidbody2D

+ Throw(int direction)
~ Start()

<<creates>>

**Movement**

+ Speed:float = Speed

+ Calculate(float horizontal, float vertical, float deltaTime):Vector3

**Dodgeball**