

Static class GameManager

Class that manages the game

Variables:

- Static bool gameOver

Methods:

- static GameOver()
- static LoadTittleScreen()
- static LoadScene(int buildIndex)
- static Quit()
- static PauseGame()
- static ResumeGame()

Static class UIManager

Class that manages the user interface

Variables:

- Private GameObject pauseMenu
- Private GameObject gameOverScreen

Methods:

- Static ShowPauseMenu()
- Static ShowGameOverScreen()
- Static HidePauseMenu()
- Static HideGameOverScreen()

Public class Shot

Class for projectile object

Variables:

- Private float lifeTime
- Public float damage
- Public float speed

Methods:

- Move()
- CheckLifeTime()

Public class Objective

Class for projectile object

Variables:

- Private int health

Methods:

- CheckHealth()

