

EnemyMovement
- _speed: float
- _rigidbody: Rigidbody2D
- _controlPlayerAwarness: ControlPlayerAwarness
- _targetDirection: Vector2
- _animator: Animator
- Awake( ): void
- FixedUpdate( ): void
- UpdateTargetDirection( ): void
- RandomSeek( ): void
- SetEnemyVelocity( ): void

FlyingEnemies
- Awake( ): void

Blast
- _blastLife: float
- Awake( ): void
- OnTriggerEnter2D(Collider2D): void

EnemyAttack
- _attackRange: float
- _timeBetweenAttacks: float
- _blastSpeed: float
- _blastPrefab: GameObject
- _attackType: Enum<AttackType>
- _controlPlayerAwarness: ControlPlayerAwarness
- _rigidbody: Rigidbody2D
- _center: Transform
- _animator: Animator
- _lastFireTime: float
- _dead: bool
- Awake( ): void
- FixedUpdate( ): void
- CanAttack( ): bool
- Attack( ): void
- FireBlast( ): void
- CheckAttack( ): void
+ EnemyDeath( ): void

ControlPlayerAwareness
+ AwareOfPlayer: bool
+ AttackPlayer: bool
+ ShootPlayer: bool
+ DirectionToPlayer: Vector2
+ DirectionToShoot: Vector2
- _playerAwarnessDistance: float
- _playerShootDistance: float
- _playerAttackDistance: float
- _center: Transform
- _player: Transform
- _renderer: Renderer
- _path: Path
- _seeker: Seeker
- Start( ): void
- FixedUpdate( ): void
- UpdateAwarnessDistance( ): void
- CheckPlayer( ): void
- EnemySeePlayer( ): void
- FindPath( ): void
- OnPathComplete(Path): void
- CheckDistances( ): void