MainMenu

- _selected: Vector3
- _unselected: Vector3

- Awake( ): void
- + PlayGame( ): void
- + QuitGame( ): void
- DeselectAll( ): void
- SelectPlayer(string): void
- SelectChar(string): void

Audio

- + BgMusic: AudioSource
- ...
- + playerHit: AudioSource
- + instance: Audio

- Awake( ): void
- FixedUpdate( ): void
- + PlaySound(AudioSource): void

OptionsMenu

- Awake( ): void
- + SetVolume(float): void
- + SetUsername(string): void

PauseMenu

- _pauseUI: GameObject
- _gameOverUI: GameObject
- _youWonUI: GameObject

- Awake( ): void
- FixedUpdate( ): void
- + Resume( ): void
- + Pause( ): void
- + MainMenuFromPause( ): void
- + Quit( ): void
- + GameOver( ): void
- + YouWon( ): void
- + Replay( ): void
- FloatToTimestamp(float): string

Gameutils

- _epsilon: float
- _mousePos: Vector3
- _player: Gameobject
- + isPlayerDead: bool
- + startTime: float
- + master_volume: float
- + default_players: Dictionary<string, string>
- + character: string
- + weapon: string
- + lastFireTime: float

- + FlippingChactterOnMove(RigidBody2D): void
- + FlippingChactterOnAim(RigidBody2D): void
- + Flip_x(Vector3): Vector3
- + MoveAnimations(RigidBody2D, Animator): void
- + DeathAnimation(GameObject, Animator): void
- + AttackArea(float, float, float, float): Vector2
- + Float(Transform, float, float, float): void
- - ViewportHandler(float): int