

Bullet
- _bulletLife: float
- Awake(): void
- OnBecameInvisible(): void
- OnTriggerEnter2D(Collider2D): void

PlayerAttack
+ weaponParameters: WeaponParameters
+ fireContinuously: bool
- _hands: Transform
- _weapon: Transform
- _fireSpot: Transform
- _flowStartTime: float
- _maxFlowTime: float
- _bulletSpeed: float
- _dead: bool
- _machineAudio: bool
- Awake(): void
- FixedUpdate(): void
- Update(): void
- Attack(): void
- CanAttack(): bool
- DetectWeapon(): void
- MachineGun(): void
- FireBullet(): void
- FireMultipleBullets(): void
- OnFire(InputValue): void
+ PlayerDeath(): void
- OnDestroy(): void

PlayerMovement
- _speed: float
- _rigidbody: Rigidbody2D
- _movementInput: Vector2
- _smoothedMovementInput: Vector2
- _movementInputSmoothVelocity: Vector2
- _animator: Animator
- Awake(): void
- FixedUpdate(): void
- SetPlayerVelocity(): void
- OnMove(InputValue): void

PlayerAimWeapon
- _mousePos: Vector3
- _rigidbody: Rigidbody2D
- _hands: Transform
- Awake(): void
- FixedUpdate(): void
- HandleAiming(): void

PlayerSpawn
- _utilities: GameObject[]
- Start(): void