

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(): IEnumerator
- FixedUpdate(): void
- UpdateAwarnessDistance(): void
- CheckPlayer(): void
- EnemySeePlayer(): void
- FindPath(): void
- OnPathComplete(Path): void
- CheckDistances(): void