

RandomCollectible
+ weapons: WeaponStruct[ ] - pickable: List<GameObject> - random: Random
+ GetRandomWeapon( ): GameObject - Awake( ): void

CollectWeapon
- FixedUpdate( ): void - OnTriggerEnter2D(Collider2D): void - DeactivateAll(Transform): void

CameraFollowing
+ target: Transform
- Start( ): IEnumerator - FixedUpdate( ): void - UpdatePosition( ): void

CrosshairPosition
- Awake( ): void - FixedUpdate( ): void

WeaponParameters
+ bulletPrefab: GameObject + timeBetweenAttacks: float + attackMethod: enum<FireMethods> + attackRange: float

WeaponRecharge
- _slider: Slider - _player: Transform - _weaponParameters: WeaponParameters
- Start( ): IEnumerator - FixedUpdate( ): void - UpdateSlider( ): void

Goal
- OnTriggerEnter2D(Collider2D): void - YouWon( ): void

GoalDoor
- FixedUpdate( ): void