

| MainMenu |
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| - _selected: Vector3 - _unselected: Vector3 |
| - Awake(): void + PlayGame(): void + QuitGame(): void - DeselectAll(): void - SelectPlayer(string): void - SelectChar(string): void |

| Audio |
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| + BgMusic: AudioSource ... + playerHit: AudioSource + instance: Audio |
| - Awake(): void - FixedUpdate(): void + PlaySound(AudioSource): void |

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

| PauseMenu |
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| - _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 |
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| - _epsilon: float - _mousePos: Vector3 - _player: Gameobject + isPlayerDead: bool + isInstantiated: 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 |