

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(): void - 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(): void - FixedUpdate(): void - UpdateSlider(): void

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

GoalDoor
- FixedUpdate(): void