UML class diagram containing the following classes (Class / MonoBehaviour), with Fields and Methods:

- **PlayerMovement** — Fields: anim, armor_parts_Le…, armor_parts_To…, attacks_tags, audio_Player, axis_named, boxLayer, camera_1_static, camera_2_free, canMove, cinemachine_or…, cinemachineTra…, critical_attack_i…, current_pos, get_hit_VFX_Pla…, hit, is_camera1_acti…, isPlayerMoving, isPlayerSelectSc…, life_time_hit_eff…, mouse_pos, nav, nearEnemy, player_informat…, player_mesh_p…, previous_health, ray, ray_numbers, stamina_cost_f…, trail_mesh, trail_time, velocitySpeed, vfx_spawn_point, weapon_SFX, weapons_props, x, z. Methods: Basic_or_Critica…, CharacterGetHit, Check_Class_Info, Display_Correct_…, MoveTo, Start, TurnOff_Hit_VFX, TurnOff_Trail, TurnOn_Trail, Update, WaitForTrail, Weapon_SFX_Pl…
- **EnemyMovement** — Fields: aggression_dec…, aggression_incr…, aggression_lvl, amount_of_rein…, anim, attack_Range, audio_Player, bar_Container, buffed_probabi…, buffed_Skeleton, can_call_support, change_position, chasing_Range, curr_HP, current_enemy, destination_run, distance_to_pla…, distance_to_pla…, dodgeDistance, enemy_informa…, enemy_is_alive, escape_point, escape_target_…, fear_lvl, fear_lvl_curr, fillHealth, full_HP, get_Hit_SFX, Goblin_Warrior, group_brain_ra…, HP_bar, is_attacking, is_outliner_active, is_patroling, is_waiting, last_seen_positi…, look_for_player, Loot_from_Ene…, main_camera, max_aggression, maxHP, min_aggression, nav, patrol_main_obj, patrol_radius, piglin_was_hit, Piglins, player, player_is_armor…, player_is_inSight, playerNearby, reset_piglins_ch…, roll_is_active, roll_out, rotation_speed, search_Timer, should_reset_ar…, Skeleton, stop_distance, sup_skill_CD, sup_skill_used, support_enemy, targetPoint, temp_Priority, time_for_search, velocitySpeed, wait_time_at_p…, wait_timer, x, z. Methods: Calculate_Escap…, Check_If_Player…, Correct_Aggres…, Enemy_Is_Dead, Enemy_Outline, Enemy_Running, GetRandom_Po…, Go_To_Player, Look_Aroun_Yo…, Look_At_Player, Loot_Spawn, Main_Attack_Sy…, Nearby_Enemy_…, Patrol, RandomAudio_…, Reset_Aggressi…, Reset_Piglin_Re…, Reset_Roll_Triger, Reset_RunAway…, Reset_Sup_Skill, Roll, Run_Away, Search_Enemy_…, Set_Petrol_Dest…, Spawn_Reinforc…, Start, Update, Wait_and_Attack
- **Golem_Movement** — Fields: anim, attack_Range, audio_Player, bar_Container, block_SFX, chasing_Range, curr_HP, current_enemy, distance_to_pla…, dmg_block_pro…, enemy_informa…, enemy_is_alive, fear_lvl, fear_lvl_curr, fillHealth, full_HP, get_Hit_SFX, Golem, golem_stamina…, golem_stamina…, golem_stamina…, HP_bar, is_attacking, is_outliner_active, is_patroling, is_reset, Loot_from_Ene…, main_camera, maxHP, nav, player, rotation_speed, skill_was_used, stun, velocitySpeed, x, z. Methods: Golem_Stamina…, Look_At_Player…, Loot_Spawn, RandomAudio_…, Reset_Dash, Start, Stun_Duration, Update
- **Goblin_Moveme…** — Fields: edge_Distance, edge_Iteretiopns, m_caught_Player, m_Current_Patr…, m_is_patroling, m_Player_Near, m_player_positi…, m_PlayerInRahge, m_TimeToRotate, m_WaitTime, mesh_Resolution, nav, obstacles_Mask, patroling_points, player_last_place, player_Mask, rotationTime, speed_running, speed_walking, view_angle, view_range, waitingTime. Methods: Start, Update
- **Inventory** — Fields: amount_of_blu…, amount_of_blu…, amount_of_bu…, amount_of_key…, amount_of_key…, amount_of_lazu…, amount_of_leaf, amount_of_meat, amount_of_mo…, amount_of_mo…, amount_of_pur…, amount_of_pur…, amount_of_red…, amount_of_red…, amount_of_red…, amount_of_roots, amount_of_whi…, array_of_items, audio_Player, bookClose, bookOpen, change_weight, chatBox, click1_SFX, click2_SFX, coin_buy_SFX, coin2_buy_SFX, coin3_buy_SFX, compas, create_SFX, curr_amount_of…, curr_item_id, D_Characters_c…, diamond, empty_icon_exm, empty_slots, entry_text, global_map, global_map_ca…, gold, health_bar, iconUpdated, Inventory_Page…, inventoryMenu, key_buttons, Magic_Canvas, magic_icons, mana_bar, map, max, maximum_forth, maximum_seco…, maximum_third, newIcon, oppening_book…, pick_UP_SFX, player_animation, player_has_a_c…, player_has_a_g…, player_informat…, player_mesh, PLUS_Button, selected_slot, set_key, set_key2, shop, spell_Book, Spell_Canvas, Spell_Icons, Spell_SFX, spell_slots_asso…, spell_slots_Can…, spells_vfx_parti…, sprite_icons, stamina_bar, Stats_Page_Can…, Task_Page_Can…, tasks_text, UI_Slots_1_to_8, weapons, weight_of_anim… . Methods: Activate_Spell_…, Close_Inventory, Close_Spell_Book, Correct_Amoun…, DataOfItemsCh…, Destroy_Icon, Open_Inventory, Open_Section_L…, Open_Section_I…, Open_Section_…, Open_Section_T…, Open_Spell_Book, Reset, Start, TurnOff_Global…, TurnOff_MiniM…, TurnOn_Global_…, TurnOn_MiniM…, Update, Update_text_of_…
- **ItemMessage** — Fields: audio_Player, CursorBasic, CursorHand, CursorImage, CursorObject, displaying, Inventory_Canv…, left, magic, message, objectType, overIcon, screenPoint, spell, Spell_Canvas, textBox. Methods: MessageDisplay, OnPointerClick, OnPointerEnter, OnPointerExit, Start, Update
- **ItemPickUp** — Fields: audio_Player, can_pick_up, Inventory_Canv…, is_blueFlower, is_bluePotion, is_bread, is_cheese, is_greenPotion, is_keyGold, is_keyGold_exist, is_keySimp, is_keySimp_exist, is_leaf, is_loot_coin, is_meat, is_monsterEye, is_orangeMush…, is_purpleFlower, is_purpleMushr…, is_redFlower, is_redMushroom, is_redPotion, is_roots, is_whiteFlower, number_of_pic…, pickUp_Pause. Methods: DestroyIcon, DisplayIcons, OnTriggerEnter, Reset_PickUp, Start
- **SaveScript** — Fields: agression_lvl, agression_lvl_S…, amount_of_blu…, amount_of_blu…, amount_of_bre…, amount_of_cha…, amount_of_cha…, amount_of_rein…, amount_of_rein…, amount_of_key…, amount_of_key…, amount_of_lazu…, amount_of_leaf, amount_of_mo…, amount_of_mo…, amount_of_pur…, amount_of_pur…, amount_of_red…, amount_of_red…, amount_of_red…, amount_of_roo…, amount_of_whi… . Methods: Agression, Character_Lvl_Up, FindClosestEne…, Health_Regener…, Mana, Read_Data, Stamina, Start, StreamReader_…, StreamWriter_D…, Update, WaitBeforeSta…, Weapon_DMG_…, Write_DATA
- **Stats_Info** — Fields: armor_in_shop, bought_weapo…, character_LVL, finance_diamond, finance_gold, intelligence_bar, Inventory_Canv…, killed, name_lable, plus_button, scale_points_amt, should_be_upd…, stamina_bar, strength_bar. Methods: OnLoadUpdate…, Start, Update
- **PlayerSelect** — Fields: characters, Class_Buttons, class_index, class_is_selected, features_text, player_index, player_name. Methods: Accept, Before, Next, select_Avarage, select_Mage, select_Seller, select_Warrior, Start, Update
- **PlayerSpawn** — Fields: Characters, spawn_point. Methods: Start
- **Particle_Transfo…** — Fields: damage, duration_of_life, enemy_search, heal_magic, invisibility_spell…, non_moving, object_triggered, player, power_stats_up…, shield_spell, speed, spell_mana_cost, support_spell_f…, target_point, vfx_object_cont…, vfx_target_save. Methods: OnTriggerEnter, Start, Update
- **Particle_Destroyer** — Fields: life_time_for_ch… . Methods: Start
- **Particle_Point** — Fields: damage, move_to_target, object_triggered, should_rotate, speed. Methods: OnTriggerEnter, Update
- **TalkingTrigger** — Fields: aim, chatbox_trigger, compas, Inventory_Canv…, map, shop_number, task, task_was_alrea… . Methods: Check_If_Task_…, OnTriggerEnter, OnTriggerExit, OnTriggerStay, Start, TurnOff_MiniM…, TurnOn_MiniM…
- **ChatScript** — Fields: buttonText, buttonText_off, buttonText_on, Inventory_Canv…, Pub_task, salesman_mess…, shop_number, shopUI. Methods: Message_N1, Message_N2, OnPointerEnter, OnPointerExit, Start, Update
- **Enemy_Spawn** — Fields: amount_of_spa…, enemies_for_sp…, main_Camera, places_for_spawn, re_usaeble_trig…, support_skill, was_already_sp… . Methods: ChangeMusicT…, OnTriggerEnter, SpawnEnemies, Start, Update
- **Music** — Fields: audio_Player, battle_mode_th…, craftsMan_thema, main_thema1, main_thema2, main_thema3, music_status, shop_thema, should_play, wizzard_thema. Methods: Start, Update
- **PlayerDchar** — Fields: D_Char_array. Methods: ChangeArmorF…, Start
- **Chest** — Fields: animator, Camera, chest_Canvas, chest_is_opened, chest_openin…, commonChest, crate, display_money, gold_amount_i…, goldInChest, Inventory_Canv…, key_twist_SFX, legendaryChest, spawn_point, text_animation_…, vfx_particle. Methods: DestroyChest, OnTriggerEnter, OnTriggerExit, RandomAudio_…, Reset_Audio_V…, Start, Update, VFX_chest_text, VFX_crate_text
- **Main_Menu** — Fields: continue_, load_, save_. Methods: Continue_Button, Exit, LoadGame, Settings, Start, Start_New_Game, TurnOn_Contin…
- **Roof** — Fields: craftsMan, main_camera, props, pub, roof, wizard. Methods: OnTriggerEnter, OnTriggerExit, Start
- **BonFire** — Fields: can_be_saved, fire_VFX, fire_was_created, position_of_VFX, Save_Canvas, saving_ . Methods: No, OnTriggerEnter, OnTriggerExit, SaveProcess, Start, Yes
- **Select_Weapon** — Fields: Inventory_Canv…, selection, weapon_index. Methods: Choose_Weapon
- **CursorOver** — Methods: OnPointerEnter, OnPointerExit
- **Cursors** — Fields: CursorBasic, CursorHand, CursorImage, CursorObject. Methods: Start, Update
- **Task_Section** — Fields: can_be_Updated, Inventory_Canv…, tasks. Methods: Assign_New_Task, Update
- **Lvl_Up_Stats** — Fields: Inventory_Canv…, selection. Methods: LvL_UP_Intellige…, LvL_UP_Stamina, LvL_UP_Strength
- **CraftsMan_Clos…** — Fields: craftsMan_Can… . Methods: Close
- **Buying_Weapons** — Fields: armor_index, audio_Player, finance_text_di…, Inventory_Canv…, price, text_price, weapon_index. Methods: BuyButton_Arm…, BuyButton_Wea…, RandomAudio, SellerClassFeat…, Start
- **Buying** — Fields: amount_of_stuf…, audio_Player, canClick, compare, cost_of_stuff_in…, element_number, Inventory_Canv…, inventory_items, isCraftsmenWo…, isPub, isWizardShop, max, price_per_obj, shop, text_amount_of…, text_finance. Methods: blue_Potion, bread, BuyButton, CheckAmount, CheckAmount_t…, cheese, Close, green_Potion, lazure_Potion, leaf, meat, monster_Eye, red_Potion, RefreshCraftsM…, RefreshShopA…, RefreshWizardS…, roots, SellerClassFeat…, SetCraftsMenS…, SetShopAmount, SetWizardSho…, Start, Update, UpdateFinance
- **SFX_Amb** — Fields: audio_Player, delay_time. Methods: SFX_BirdSound, Start
- **D_Player_Armor…** — Fields: armor_parts_Le…, armor_parts_To… . Methods: DisplayArmor
- **Map** — Fields: main_character. Methods: LateUpdate, Search_For_Mai…, Start
- **Spell_Items** — Fields: basic_transpara…, Inventory_Canv…, is_need_to_be_…, item_id, item_image. Methods: Start, Update
- **Spell_Creation** — Fields: audio_Player, curr_value_of_i…, emptyIcon, emptySlots, icons, Inventory_Canv…, itemID, max, maximum_seco…, necessary_valu…, selected_transp…, Spell_Canvas. Methods: Cleare, Create, Start, UpdateValues
- **Unlock_Book_M…** — Fields: is_book_Spels, is_magic_Unlock, is_pintogram_…, is_spells_Unlock, pintogram, spell_book, UI_Magic, UI_Spells. Methods: OnTriggerEnter
- **Spells_Book** — Fields: curr_Icon, descriptions, iconSets, Spell_Canvas, spell_Description, spell_Icon, spell_Name, spell_UISprites, title. Methods: Close, Next, Previous, Start