

1. One class that inherits from another class is the Vulcan Disc.
 - 1a. This class inherits from the Basic Disc.
2. Discs use an interface.
 - 2a. Discs use a harmfulobject interface. due to the collision stuff being set up, coins also use this interface.
3. the Vulcan Disc uses polymorphism, substituting the wall bounce event for a slightly different one that speeds it back up
4. You could tag the singleton base object, use FindObjectByTag<>() and call the method from the singleton component.
5. You would not need a direct reference to do this.
 - 5a. If you properly tag or otherwise have ways of identifying the singleton, you can access it from anywhere.