Weapon - Manager -- time Remaining : floor + weapon Base Att: Weapons I 7 - weaponlist: Listelleapons> - mode: int - health : int - got Weaper 1: bool - gothbajoon\_2: bool got Wousen - 3: bool First Shot: bool Eproperty 3 + Start (): viod + Update (): void + death (): void + ChiTrissertinder (Collider other): void + load Woapon (): Void + reset Mode (): void + mode Selection (): void

Veapons

t player: GameObject: Static

t player: Transform: static

t playerS: Weapon\_Manager: static

Hoffset Pos: Vector 3

# offset Rot: Vector 3

# Start(): void virtual

t shoot(): void virtual

t position(): void virtual

Weapon\_One

# Start(): void : override

t position (): void : override

t shoot (): void : override

Weapon\_Three
-timeRemaining:float\_\_\_
# Start(): void: override

t position(): void: override

t shoot (): void: override

| Weapon\_Two
-fimeRemaining: float
-fireRate: float
-cannon: Transform
# Start(): Void: override
t position (): Void override
t shoot(): Void override
-reload (): Void

