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Enemies
# timeRemaining: float
+ target: Transform : static
# the health: int
+ Start(): void : virtual
+ OnTriggerEnter(Collider other): void
+ move(): void : virtual

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Enemy One
- distance: float
- orbit: float
- currentPosition: Vector3
+ Start(): void : override
+ move(): void : override

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Enemy Two
- col: Collider
- duration: float
+ Start(): override : void
+ move(): void : override
+ shoot(): void : override

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Enemy Three
- duration: float
- rd: float
+ Start(): void : override
+ move(): void : override
+ shoot(): void : override

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Spawn Objects
+ enemyCount: int
+ ebase: Enemies[]
- weapon: string[]
- tempV: Vector3
- rd: int
- enemyList: List<Enemies>
- Start(): void
- Update(): void
- spawnWeapons(): void
- spawnEnemy(): void
- loadCrates(): void

```