



```

| --> Material.script      |      |      |
+-----+                +-----+

```

```

+-----+
| **CockpitControls.script** |
|                             |
| Manages UI elements and camera |
| creation. Uses settings from |
| Game.script & Camera.script for UI |
| configurations. |
| ---> Renderer.script (Render calls) |
+-----+

```

## Artificial Intelligence and Units (Green)

```

+-----+
| **Behavior.script**      |
|                           |
| — Base for AI behaviors |
| --> CUnitType.script |
| --> Task Scripts (e.g., Move2Enemy) |
+-----+
|
| (AI task logic)
V

```

```

+-----+
| Task Scripts (e.g., Move2EnemyTask) |
|                                     |
| — Implements Behavior.script |
+-----+
|
| (Unit visual parameters)
V

```

```

+-----+
| Unit Scripts (e.g., GerTankUnit) |
|                                     |
| — Manages material settings |
| --> CUnitType.script |
+-----+

```

## CUnitType.script (Grey)

```

+-----+
| — Defines basic Unit types |
+-----+

```