Player Utility

- camera01 : Camera
- cameraClamp : float
- velocity : Vector3
- rotation : Vector3
- cameraRotationX : float
- currentCameraRotationX : float
- jumpStrength : float
- rigid : Rigidbody

- Awake() : void
- FixedUpdate() : void
+ Move(Vector3 movevelocity) : void
+ Rotate(Vector3 vRotation) : void
+ CameraRotate(float cRotationX) : void
- ExecuteMovement() : void
- ExecuteRotation() : void
+ Jump() : void
+ Die() : void

Player Controller

- movementSpeed : float
+ mouseSensitivity : float
- jumpMax : int
- jumpCount : int
- grounded : bool
+ health : float
- utility : PlayerUtility

- Awake() : void
- Update() : void
- PlayerMovement : void
- PlayerRotation : void
- CameraRotation : void
- PlayerJump : void
- OnCollisionEnter(Collision collision) : voi
- OnTriggerEnter(Collider other) : void
- PlayerDeath() : void

Water Gun Weapon

- range : float
- shooterCam : Camera
- fireRate : float
- damage : float
- nextTimeToFire : float
- impactForce : float
- mask : LayerMask
+ hitEffect : GameObject

- Update() : void
- Shoot(): void

Enemy

+ health: float
+ damage: float
+ moveSpeed : float

+ Seek(): void
+ Die() : void

Network Player Setup

- disabledComponents : ArrayList<Behavi
- remoteLayerName : string

- Start() : void
- RegisterPlayer() : void
- DisableComponents() : void
- AssignRemoteLayer() : void

Water Gun Weapon

- range : float
- shooterCam : Camera
- fireRate : float
- damage : float
- nextTimeToFire : float
- impactForce : float
- mask : LayerMask
+ hitEffect : GameObject
- shotgunFrag : int
- bulletSpred : float
- impactForce : float
- hit : RaycastHi

- Update() : void
- Shoot(): void

Weapon Switch

+ currentWeapon : int

- Start() : void
- Update() : void
- WeaponSelect() : void