Legends:

Object type:

Methods() – Functions();

Variables.

Weapon:

Shoot(vector3 dir = null);

AutoShoot(vector2 target);

StartShooting(float delay);

StopShooting(float delay);

ResetShooting(float delay = 0);

FireBullet(vector3 dir, int option = 0);

//Basic info

public bool ableToShoot = false;

public float fireRate = 1; //Bullet/s

public Transform bullet;

private Bullet bulletScript;

private Rigidbody2D bulletRB;

public bool autoShoot = false;

private Coroutine shooting;

public Transform myTarget;

private Vector2 targetVector;

General Objects:

Move(vector3 dir, float speed);

Shoot();

ChangeHealth(float amount. Int option = 0);

ChangeRage(float amount, int option = 0);

ChangeMaxHealth(float amount, int option = 0);

CreateExplosion(int minIndx = -1, int maxIndx = -1);

Attack(Transform target);

Attack(Vector3 target);

ResetObject(float delay);

StopAll(float delay);

StopMoving(float delay);

StopShooting(float delay);

OnDestroy(); //Overide only

float maxHealth;

float curHealth;

float myDamage;

List <transform> weaponList;

List<transform> explosionList;

bool isInvincible

bool autoShoot;

Bullet:

Move();

StaticGlobal:

GetPlayer();