Legends:

Object type:

Methods() – Functions();

Variables.

Gun:

Shoot(vector3 dir = null);

AutoShoot();

ChangeBullet(int indx);

FireBullet(vector3 dir);

transform bullet;

float fireRate; //(bullet/s)

bool ableToShoot;

General Objects:

Move(vector3 dir, float speed);

Shoot();

ChangeHealth(float amount);

ChangeRage(float amount);

StopAll();

StopMoving();

StopShooting();

OnDestroy(); //Overide only

float maxHealth;

float curHealth;

List <transform> weaponList;

List<transform> explosionList;

bool autoShoot;