**Liste des préfabs**

**1 - Player (Tag: Player, Layer: Team1Entity or Team2Entity)**

**Components:** Animator, CharacterManagerScript

**Children:**

- PlayerCamera

Components: Camera, GUILayer, Flare Layer, Audio Listener

- CharacterPhysics

Components: Capsule Collider, Character Controller, **CharacterMovementScript**

- CharacterLogic

Components: CharacterAttackScript, CharacterInventoryScript, CharacterStatsScript, PlayerEventScript, PlayerInputScript, PlayerDataScript, CharacterVisionScript

- CharacterGraphics

**2 - Bot (Tag: Player, Layer: Team2Entity)**

**Components**: Animator, CharacterManagerScript

**Children**:

-> CharacterPhysics

Components: Capsule Collider, Character Controller, **CharacterMovementScript**

-> CharacterLogic

Components: CharacterAttackScript, CharacterInventoryScript, CharacterStatsScript, PlayerEventScript, BotAIScript, PlayerDataScript, CharacterVisionScript

-> CharacterGraphics

**3 - Minion (Tag: Minion, Layer: Team1Entity or Team2Entity)**

**Components**: Animator, CharacterManagerScript

**Children**:

-> CharacterPhysics

Components: Capsule Collider, Character Controller, **CharacterMovementScript**

-> CharacterLogic

Components: CharacterAttackScript, CharacterInventoryScript, CharacterStatsScript, MinionEventScript, NPCAIScript, CharacterVisionScript

-> CharacterGraphics

**4 - Monster (Tag: Monster, Layer: NeutralMonster)**

**Components**: Animator, CharacterManagerScript

**Children**:

-> CharacterPhysics

Components: Capsule Collider, Character Controller, **CharacterMovementScript**

-> CharacterLogic

Components: CharacterAttackScript, CharacterInventoryScript, CharacterStatsScript, MonsterEventScript, NPCAIScript, MonsterDataScript, CharacterVisionScript

-> CharacterGraphics

**5 - MonsterCamp (Tag: MonsterCamp, Layer: Default)**

**Components**: MonsterCampScript

**Children**:

-> MonsterSpawner

Components: MonsterSpawnerScript

**6 - MinionSpawner (Tag: MinionSpawner1 or MinionSpawner2, Layer: Default)**

**Components**: MinionSpawnerScript

**7 - DroppedItem (Tag: Item, Layer: Default)**

**Components**: DroppedItemScript

**Children**:

-> ItemGraphics

**8 - Projectile (Tag: Projectile, Layer: NeutralProjectile or Team1Projectile or Team2Projectile)**

**Components:** ProjectileScript

**Children**:

-> ProjectilePhysics

Components: RigidBody, Sphere Collider

-> ProjectileGraphics

**9 - EnvObject (Tag: Untagged, Layer: Terrain)**

**Children:**

-> EnvPhysics

Components: Capsule Collider

-> EnvGraphics