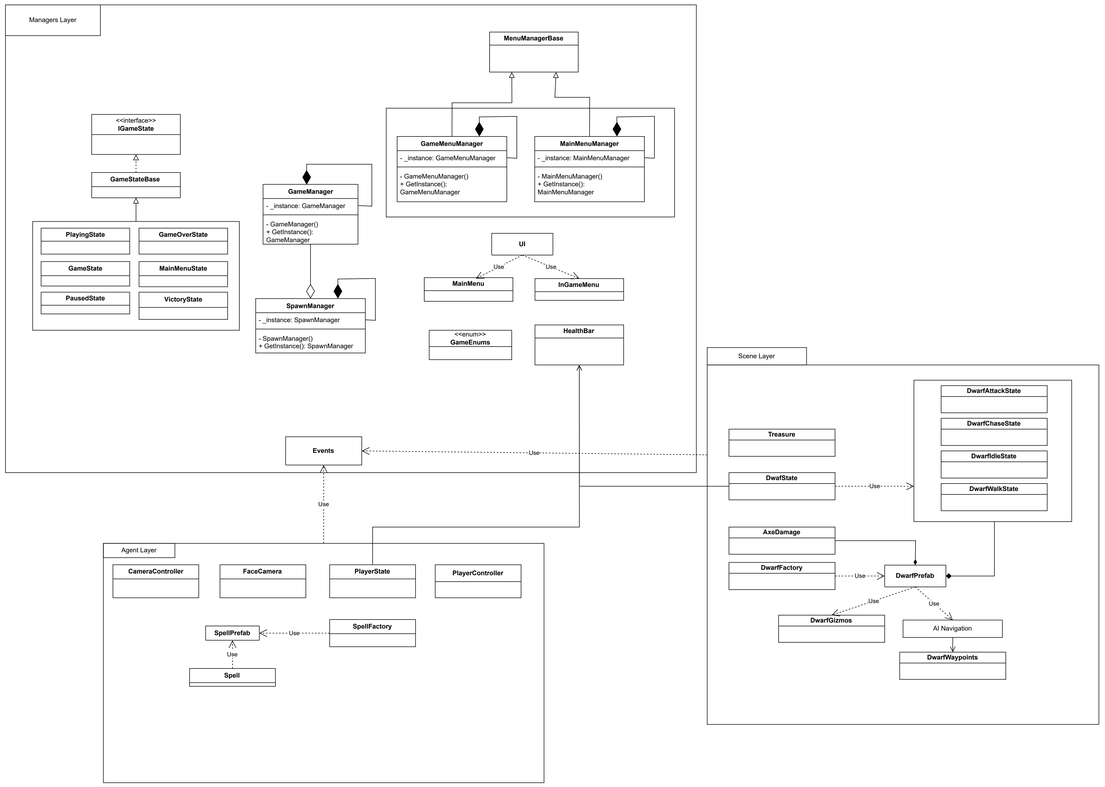
Managers Layer
MenuManagerBase
<<Interface>>
IGameState
GameStateBase
PlayingState
GameOverState
GameState
MainMenuState
PausedState
VictoryState
GameManager
- _instance: GameManager
- GameManager()
+ GetInstance():
GameManager
GameMenuManager
- _instance: GameMenuManager
- GameMenuManager()
+ GetInstance():
GameMenuManager
MainMenuManager
- _instance: MainMenuManager
- MainMenuManager()
+ GetInstance():
MainMenuManager
SpawnManager
- _instance: SpawnManager
- SpawnManager()
+ GetInstance(): SpawnManager
UI
Use
Use
MainMenu
InGameMenu
<<enum>>
GameEnums
HealthBar
Events
Use
Use
Agent Layer
CameraController
FaceCamera
PlayerState
PlayerController
SpellPrefab
Use
SpellFactory
Use
Spell
Scene Layer
DwarfAttackState
DwarfChaseState
DwarfIdleState
DwarfWalkState
Treasure
DwarfState
Use
AxeDamage
DwarfFactory
Use
DwarfPrefab
Use
Use
DwarfGizmos
AI Navigation
DwarfWaypoints