_ProjectC

PlayerInput DataBase Manager BaseManager Scripts AnimatorEvent AnimatorStateMachine Input MetaAI SceneChange Timer TitleScene 001_Common View CharactorAction Prefab Presenter StorySkill View Action Color HPBar Show And Hide Stamina StorySkill ThrowItem Title Script Model SelectUIController SelectUICursor Slot PocketItemSlot SpeechBubble Script Text ChangeText EffectText Title Script TutorialWindow Controller Description InputActionButton 002_UI Button CreateWindow Detail DoTween Effect Grid Image InputActionButton ItemWindow PopUpWindow ProximityCreateUI ProximityCreateWindow TargetOffScreenIndicator Window BaseItem DataBase ItemAttachScript ItemEditor Manager EdibleItem Base Food Ingredient Shader Outline Item Script ItemType DataBase Manager ActionItemWindow Prefab Base CreateConditionImage CreateSlotList Description ScrollView Slot Window ConfirmationWindow Create Prefab GameOverWindow Script JudgeWindow Create NoTimeWindow Script RecipeWindow Prefab ReturnHomeWindow Script SelectUseItemWindow Create Prefab Window InventoryWindow 003_Item Inventory Material NewItem PocketItem Boss Wolf CommonBehaviorTree BehaviourScripts CommonState FSMScripts Enemy Scripts Player Scripts State Parameters StorySkillState Scripts 00_Common DataBase Script 01_LittleRedRidingHood CommonBehaviorTree CommonState Huter&LRRH SkillCharacters 004_Character AimCamera Script 005_Camera 006_Condition DataBase Manager Scripts AssetEffect CFX_Magic Bremen Script StorySkillEffect 007_Effect ImageProgress DataBase Data Manager 008_Stage Scripts 009_PostProcess Scripts Script PlayableAsset PlayableBehavior 013_CutScene ManagementStateUpdate StateUpdate Manager Counter Customer Event ManagementData ManagementGame Queue SceneName Staff TableSet 101_Management_Common Extension Scripts EmotionUI Scripts ManagementUI Money ProvideFood Time TotalEarnedMoney Result Prefab Window Standby 102_Management_UI Customer Scripts Arbor3 Chef Scripts Arbor3 Customer Scripts Arbor3 Gangster Scripts Arbor3 Passerby Scripts Arbor3 Staff 103_Management_Character Appear Base Hide Scripts TableSet Scripts 104_Management_Stage 106_CounterFood CounterFood 107_Management_Effect Script Event 108_Management_Event ProjectC 010_Editor 011_Sound Assets AppearGangsterMAnagement

Event CleaningEvent script LobbyState StateUpdate Manager ManagementProvideFood ManagementStorage Storehouse 201_Lobby_Common SelectProvideWindow Prefab SelectStageWindow InputActionButton StageSelect Window NewItemWindow SelectManagement TrialSession 202_Lobby_UI InputActionButton JOKO_SceneTest scripts 999_PersonalScene