Assets

Scripts AnimatorStateMachine BaseManager Input MetaAI SceneChange Timer TitleScene 001_Common Action Background Element Group View HPBar Stamina StorySkill ThrowItem Title Script Model Presenter SpeechBubble Script Text ChangeText EffectText Title Script 002_UI CreateWindow Detail Effect Image ItemWindow PopUpWindow ProximityCreateUI ProximityCreateWindow TargetOffScreenIndicator Window ItemAttachScript UI BaseItem DataBase ItemEditor Manager Food DataBase Script Ingredient DataBase Set EdibleItem Base Shader Outline Item Script ItemType DataBase Manager Prefab List ActionItemWindow Base Button CreateConditionImage CreateSlotList CurrentSelectSlotCursor Description InputUI ScrollView SelectUIController Slot Window Prefab Item ConfirmationWindow Create GameOverWindow Script Prefab Description InventoryWindow JudgeWindow Create NoTimeWindow Script Prefab Description RecipeList Slot RecipeWindow ReturnHomeWindow Script Prefab Button SelectUseItemWindow Create Window 003_Item Inventory Material NewItem PocketItem BehaviourScripts Calculate CommonBehaviorTree FSMScripts Calculator CommonState Enemy Scripts Player Scripts State Parameters Scripts Common DataBase Script CommonBehaviorTree BehabiorScript CommonState FSMScript Huter&LRRH Scripts LittleRedRidingHood SkillCharacters 004_Character AimCamera Script 005_Camera 006_Condition DataBase Manager Scripts CFX_Magic Script AssetEffect StorySkillEffect 007_Effect ImageProgress DataBase Data Manager 008_Stage Scripts 009_PostProcess Scripts Script PlayableAsset PlayableBehavior 013_CutScene Manager Counter Event Management Queue SceneName TableSet 101_Management_Common Extension MetaAI Scripts EmotionUI Scripts Prefab List MoneyText Slot ManagementWindow Window 102_Management_UI Chef Scripts Arbor3 BehaviourTree Calculator State Scripts Customer Arbor3 BehaviourTree Calculator State Scripts Gangster Arbor3 Calculator Scripts Passerby Arbor3 BehaviourTree Calculator State StaffScripts 103_Management_Character Base Hide Scripts TableSet Scripts 104_Management_Stage 106_CounterFood CounterFood 107_Management_Effect Script Event 108_Management_Event ProjectC 010_Editor 011_Sound AppearGangsterMAnagement

Event CleaningEvent Manager LobbyProgress ManagementProvideFood ManagementStorage Storehouse 201_Lobby_Common Prefab SelectNum SelectItemNumWindow Prefab Description UI SelectProvideWindow SelectStageWindow StageSelect Window NewItemWindow SelectManagement StorehouseWindow TrialSession 202_Lobby_UI JOKO_SceneTest scripts 999_PersonalScene