Assets

PlayerInput DataBase Manager BaseManager Scripts AnimatorEvent AnimatorStateMachine Input MetaAI SceneChange Timer TitleScene 001_Common CharactorAction Player PrefabView Presenter StorySkill Action Background Element Group View Color HPBar Show And Hide Stamina StorySkill ThrowItem Title Script Model SelectUIController SelectUICursor 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 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 CreateConditionImage CreateSlotList Description ScrollView 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 Boss Wolf BehaviourScripts Calculate CommonBehaviorTree FSMScripts Calculator CommonState Enemy Scripts Player Scripts State Parameters StorySkillState Scripts Script AnimationEvent 00_Common DataBase CommonBehaviorTree BehabiorScript CommonState FSMScript Huter&LRRH Scripts 01_LittleRedRidingHood SkillCharacters 004_Character AimCamera Script 005_Camera 006_Condition DataBase Manager Scripts CFX_Magic Script AssetEffect Bremen Script StorySkillEffect 007_Effect ImageProgress DataBase Data Manager 008_Stage Scripts 009_PostProcess Scripts Script PlayableAsset PlayableBehavior 013_CutScene StateUpdate End Result Standby Start Update ManagementStateUpdate Manager Counter Customer Event ManagementData ManagementGame Queue SceneName Staff TableSet 101_Management_Common Extension Scripts EmotionUI Scripts ManagementUI Money ProvideFood Time TotalEarnedMoney Prefab Description Slot WindowResult Standby 102_Management_UI Customer Arbor3 BehaviorTree Calculator State ChefScripts Arbor3 BehaviourTree Calculator State Scripts Customer Arbor3 BehaviourTree Calculator State Scripts Gangster Arbor3 Calculator Scripts Passerby Arbor3 BehaviourTree Calculator State StaffScripts 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 AppearGangsterMAnagement

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