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MonoBehaviour



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SceneTransitionManager

+	m_sceneName
+	SceneChange()
+	SceneChange()
-	Method()

-m_sceneChanger

TitleScreenManager

+ m_titleLogo

+ m_pushAnyKey

+ m_mainMenuPanel

+ m_optionObject

- m_isAnyKeyPressed

- m_pressAnyKeyAction

+ StartUp()

+ OnNewGame()

+ OnLoadGame()

+ OnOption()

+ OnExit()

- OnEnable()

- OnDisable()

- ShowTitleLogo()

- Update()

- UpdateForWaitAnyKey()