_ProjectC

Scripts AnimatorStateMachine BaseManager Input MetaAI SceneChange Timer TitleScene 001_Common View Action HPBar Stamina StorySkill ThrowItem Title Script Model Presenter SpeechBubble Script Text ChangeText EffectText Title Script 002_UI CreateWindow 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 Button CreateConditionImage CreateSlotList CurrentSelectSlotCursor Description InputUI ScrollView SelectUIController Slot Window ConfirmationWindow Create Prefab GameOverWindow Script InventoryWindow Prefab JudgeWindow Create NoTimeWindow Script RecipeWindow Prefab ReturnHomeWindow Script SelectUseItemWindow Create Prefab Window 003_Item Inventory Material NewItem PocketItem CommonBehaviorTree BehaviourScripts CommonState FSMScripts Enemy Scripts Player Scripts State Parameters Scripts Common Script LittleRedRidingHood CommonBehaviorTree CommonState Huter&LRRH SkillCharacters 004_Character AimCamera Script 005_Camera 006_Condition DataBase Manager Scripts AssetEffect CFX_Magic 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 ManagementWindow Prefab Window 102_Management_UI Chef Scripts Scripts Arbor3 Customer Scripts Arbor3 Gangster Scripts Arbor3 Passerby Scripts Arbor3 Staff 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 Assets AppearGangsterMAnagement

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