MainMenu

- gamesPlayed: Text
- easyGamesWon: Text
- hardGamesWon: Text
- easyBestTime: text
- hardBestTime: Text

- NewEasyGame() : void
- NewHardGame() : void
- PrintStats() : void
- ResetStats() : void
- QuitGame() : void

PauseMenu

- GameIsPaused: bool
- pauseMenuUI: GameObject

+ Update() : void
- Resume() : void
- Pause() : void
- Restart() : void
- LoadMenu() : void

Card

- cardBack: GameObject
- controller: GameManager
- _id: int

+ id() : int
+ SetCard(id: int, image: Sprite) : void
+ OnMouseDown() : void
+ Unreveal() : void

GameManager

+ gameRunning: bool
- gridRows: int
- gridCols: int
- offsetX: float
- offsetY: float
- numbers: int[]
- originalCard: Card
- images: Sprite[]
- cardsBack: GameObject[]
- _firstRevealed: Card
- _secondRevealed: Card
- matches: int
- timeLabel: TextMesh
- healthBar: HealtBar
- maxHealth: int
- currentHealth: int
- loseMenu: GameObject
- winMenu: GameObject

+ Start() : void
+ CanReveal() : bool
+ CardRevealed(card: Card) : void
- CheckMatch() : IEnumeratore
- CheckWin(matches: int) : void
- EasyGameInitialization() : void
- HardGameInitialization() : void
- CoverAllCards() : void
- ShuffleArray(numbers: int[]) : int[]

Timer

+ instance: Timer

+ Awake() : void
+ Start() : void
+ Update() : void
+ BeginTimer() : void
+ EndTimer() : void
+ CheckBestTime() : void

SoundManger

- sounds: Sound[]
- instance: SoundManager

+ Awake() : void
+ Start() : void
- Play(name: string) : void

HealthBar

- slider: Slider

+ SetMaxHealth(health: int) : void
+ SetHealth(health: int) : void

Sound

+ source: AudioSource
- name: string
- clip: AudioClip
- volume: float
- pitch: float
- loop: bool

CardOrganizer

+ DisplayCards(originalCard: Card, healthBar: HealthBar, timeLabel: TextMesh, gridRows: int, gridCols: int, offsetX: float, offsetY: float, numbers: int[], images: Sprite[]) : void