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| ElementBehaviour |
| +elementType: enum  +isHeldObject: bool  +element: elementType  +ingredient1: elementType  +ingredient2: elementType  +gameManager: GameManager |
| -Start()  +OnTriggerEnter2D(other) |

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| ObjectManager |
| -triggerEnabled: bool  -startPosX: float  -startPosY: float  +moving: bool |
| -Update()  -OnMouseDown()  -OnMouseUp()  -NotHeld() |

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| GameManager |
| +numOfReactions  +gameTimer  +instance: GameManager  +fire: GameObject  +water: GameObject  +earth: GameObject |
| +makeElement() |

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| ChemManager |
| +cookbook: GameObject[]  +instance: ChemManager |
| -Awake()  +CalculateRecipe() |

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| --- |
| PachinkoManager |
| -dropResult: int  -onCoolDown: bool  -coolDownTimer: float  +playingPachinko: bool  +startTime: int  +playTime: float  +marblesInGame: int  +numOfReactions: int  +points: int  +instance: Pachinko  +public scoreText: TextMeshProUGUI  +public reactionText: TextMeshProUGUI  +public timerText: TextMeshProUGUI  +public resultScreen: GameObject  +public startScreen: GameObject  +public spawners: Tramsform[] |
| -Awake()  -Update()  +StartPachinko()  -EndPachinko()  -DisplayResults()  -SpawnMarble(spawner)  -MarbleSpawnProcedure() |

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| PegHoleBehavior |
| -bonus: int  +pointValue: int  +pointsParticle: GameObject |
| +Scoremarble(col) |

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| PachinkoMarbleBehavior |
| +elementTier: int |
| -OnCollisionEnter2D(collision)  -OnTriggerEnter2D(collision) |

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| BumperController |
| -spacePressed: bool  -raisedAngle: Quaternion  -loweredAngle: Quaternion  +bumperSpeed: float  +facingLeft: bool |
| -Update()  -Start()  -FixedUpdate()  -MoveBumber(targetAngle) |