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| ObjectManager |
| -canvas  -rectTransform |
| - Awake  + OnBeginDrag  + OnDrag  + OnEndDrag  + OnPointerDown |

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| GameManager |
| +numOfReactions  +gameTimer |
|  |

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| ElementBehaviour |
| +isHeldObject bool  +elementType |
| +OnTriggerEnter2D(other) |

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| ChemManager |
|  |
| +CalculateRecipe(element1, element2) |