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

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

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

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