

Definitions: **Controller:** Responsible for interactive UI elements (ie. buttons, scroll views, tiles). Respond to signals.

Manager: Manages data, game state and non-interactive UI elements, the life cycle of objects.

Date / Time Scroll Picker

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Unity Utility Architecture

Key:

✓ Attribute

 Script

(#) Method

 Prefab

GameObject

 Database

 Globals

Scene

● Connection

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