

Gelb hinterlegte Felder wurden nachträglich hinzugefügt

GameManager
+ spawnerScript: SpawnerScript
+ objectDestroyerScript: ObjectDestroyerScript
+ circleRotationScript: CircleRotationScript
+ lifePoints: int
- lastSpawnTime: float
- spawnTime: float
- chainStartDelay: float
- chainDelay: float
- actualChainDelay: float
- pointsCounter: int
- presentChainCounter: int
- spawnerObject: GameObject
- hearts: GameObject
Awake(): void
Start(): void
Update(): void
+ SetHearts(): void
- GenerateObject(): void
- PresentObjectCatched(): void
- DangerousObjectCatched(): void
- HealthPackObjectCatched(): void
- endGame(): void

SpawnerScript
+ presentObjectList: ArrayList <GameObject>
+ dangerousObjectList: ArrayList <GameObject>
+ healthPackObjectList: ArrayList <GameObject>
- chainDirection: int
- x: float
- y: float
- radius: float
- alpha: float
- santaCircleObject: GameObject
Awake(): void
Update(): void
+ createRandomObject (): GameObject
- generateRandomPresent (): GameObject
- generateRandomDangerousObject (): GameObject
- generateRandomHealthPackObject (): GameObject
- calculateTargetPosition (): Vector3

+ target: V
- speed: fl
# hitObjec
Awake(): v
Update():
+ SetTarge
- OnTrigge

