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

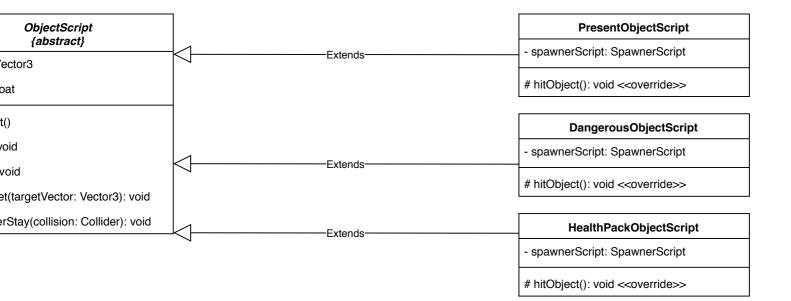
hitObjec

Awake(): \

Update():

+ SetTarge

- OnTrigge



CircleRotationScript + speedRotate: float + speedRotateStep: float - maxSpeedRotate: float - santaObject: GameObject - santaRotationEulerY: float - maxSantaRotationEulerY: float - rotationStopped: bool + Start(): void + Update(): void + StopRotate(): void - CheckKeyPress(): void

PlanetRotationScript

FixedUpdate(): void