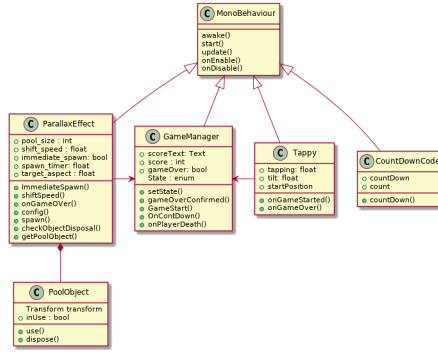


FlyButterFly2D Class Diagramı

1. FlyButterFly2D Class Diagramı

Not: MonoBehaviour, her Unity scriptinin türetildiği temel sınıftır. Start fonksiyonun içindeki kodlar herhangi bir update işlemi gerçekleşmeden ve sahne objeleri henüz oluşturmadan önce çalışacak olan kodlardır. Awake fonksiyonundan sonra çalışır. Update fonksiyonu ise devamlı çalışan güncelleme fonksiyonudur.



```
@startuml
```

```
class Monobehaviour{
```

```
    awake()
    start()
    update()
    onEnable()
    onDisable()

```

```
}
```

```
class Tappy{
```

```
    +tapping: float
    +tilt: float
    +startPosition
    +onGameStarted()
    +onGameOver()

```

```
}
```

```
class GameManager{
```

```
    +scoreText: Text
    +score : int

```

```

+ gameOver: bool
State : enum
+setState()
+gameOverConfirmed()
+GameStart()
+OnContDown()
+onPlayerDeath()
}
class ParallaxEffect{
+pool_size : int
+shift_speed : float
+immediate_spawn: bool
+spawn_timer: float
+target_aspect : float
+ImmediateSpawn()
+shiftSpeed()
+onGameOver()
+config()
+spawn()
+checkObjectDisposal()
+getPoolObject()
}
class PoolObject{
Transform transform
+inUse : bool
+use()
+dispose()
}

class CountdownCode{
+countDown
+count
+countDown()
}
MonoBehaviour <|--down- GameManager
MonoBehaviour <|--down- Tappy
MonoBehaviour <|--down- ParallaxEffect
MonoBehaviour <|--down- CountdownCode
ParallaxEffect *-down- PoolObject
ParallaxEffect -> GameManager
Tappy -left> GameManager

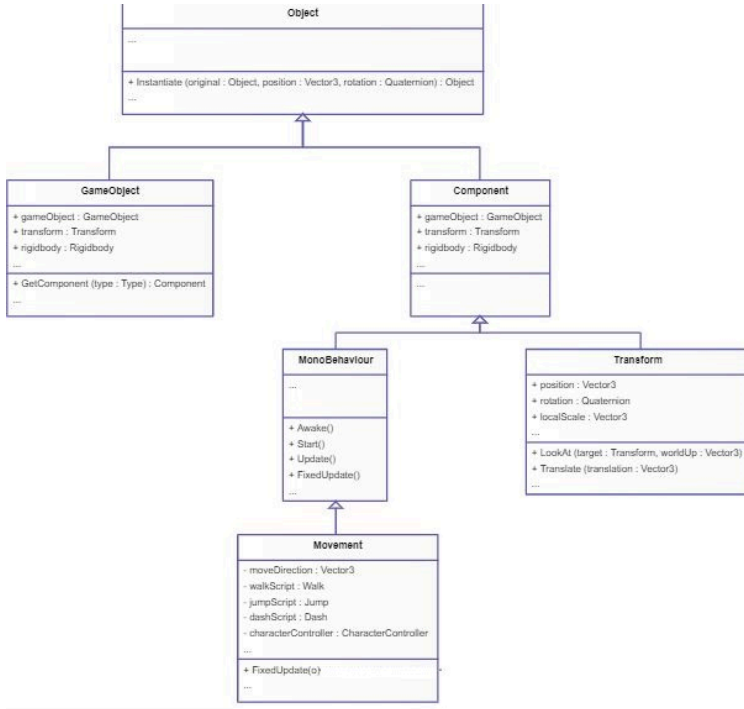
@enduml

```

UnityEngine hierarchy

UnityEngine.Object → UnityEngine.ScriptableObject → Component → Behaviour
→ MonoBehaviour

Unity class diagramı



Monobehaviour'un yaşam döngüsü

