

Rhythm System Entities. System. Effect. Judge Result Effect

- musicID
- judgeType
- lane
- resultParticle
- + Notified()

RhythmSystemEntities.System. UI.JudgeResultText

- resultText
- judgeNotifyDataQueue
- time
- + Notified()
- Awake()
- Update()
- EnqueueResult()
- UpdateText()
- Dequeue()