“StartMenu” scene:

* Canvas
  + MenuUIHandler =
  + Player Name Input Ref (Name Input)
  + Best Score Tekst Ref (Title Text “*Best Score : Nobody : 0”)*
  + Start Button (Canvas>MenuUIHandler>StartGame)
  + Quit Button (Canvas>MenuUIHandler>>ExitGame)
* GameManager
  + GameManager =

“main” scene:

* MainManager
  + MainManager =
  + Score Text Ref
  + High Score Text Ref
* Add ReturnMenu Button !