

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class GameManager : MonoBehaviour
{
    public static GameManager Instance;

    public GameObject[] Platforms;
    public GameObject[] Enemies;
    public GameObject[] PowerUps;
    public GameObject[] Coins;
    public GameObject[] Fruits;

    private void Start()
    {
        Instance = this;
    }

    private void Update()
    {
        // Update logic
    }

    private void LateUpdate()
    {
        // Late update logic
    }
}
```

