MonoBehaviour

ScenarioManager

- QuestionairTo Ask conditionName
- QuestionairPrefab
- + VisualSceneToUse + StartingDirectionParticipantA
- + StartingDirectionParticipantB
- + StartingDirectionParticipantC
- + StartingDirectionParticipantD + StartingDirectionParticipantE
 - + StartingDirectionParticipantF
- + CameraSetups OverwriteQNDataFolderName
 - + ready
 - + HasVisualScene()
- + GetSpawnPose() + RunQuestionairNow()
 - + GetStartingPositions()
 - + GetQuestionFile() + ReadString()
 - + GetQuestionObject()
- + SetStartingGPSDirections()
- + UpdateAllGPS()