MonoBehaviour	SceneField
	+ SceneName
	+ operator string()
<u> </u>	
	+VisualSceneToUse
ScenarioManager	
+ QuestionairToAsk	
+ conditionName	
+ QuestionairPrefab	
+ StartingDirectionParticipantA	
+ StartingDirectionParticipantB	
+ StartingDirectionParticipantC	
+ StartingDirectionParticipantD	
+ StartingDirectionParticipantE	
+ StartingDirectionParticipantF	
+ CameraSetups	
+ OverwriteQNDataFolderName	
+ ready	
+ HasVisualScene()	
+ GetSpawnPose()	
+ RunQuestionairNow()	
+ GetStartingPositions()	
+ GetQuestionFile()	
+ ReadString()	
+ GetQuestionObject()	
+ SetStartingGPSDirections()	

+ UpdateAllGPS()