# Splash screen/menu scene

* Splash screen until input is registered.
* Start game -> option between 1 player or 2
* Contain a GameObject that will not be deleted between scenes, with a DataScript attached
* DataScript will be used to hold no. of players/player scores/other key data
* A Menu Manager script will be required to handle all above logic as well as progression to level scene.

# Game scene

The scene that will contain all of the gameplay

## Key scripts – Scene/General Manager

* A scene manager script will be needed that accesses the DataScript
* The scene manager will then set up the game with 1 or 2 players.
* It will also contain functions that handle resetting players after win/lose criteria are filled. E.g. move the player back into place, increment/decrement score variables, trigger enemy/object reset functions in the Enemy/Object manager.

## Enemy Manager

* Use this to manage instantiation and retain references to the enemies. Doing all of this in one place makes it easy to successfully reset
* Any logic for enemy behaviour can be stored here (alternatively, the enemy prefab can have a script attached that contains behaviour logic).
* Create a reset function that will remove all enemies ready for a new round

## Object Manager

* Same as the enemy manager but for the various objects. (e.g. the beam of light)

## UI Manager

* Should contain references to all UI components in the scene
* Should not contain the logic for changing score or any data variables.
* Should contain various public functions that receive input from scripts such as the scene manager that update the UI components in the scene