SCENES ARCHITECTURE

Main Menu

Controller Registration
(stores the detected input controllers)

NeverUnload

Sound Manager

Game Data
(contains the list of the registered controllers)

InControl

Scenes Manager
(in charge of loading and unloading scenes)

EventSystem
(moves automatically to the appropriate scene)

Always loaded.
Contains the data that needs to cross scenes.

Game Scene

Game Manager
(contains all the game manager scripts)

Players
(spawns and holds the players)

NPSheep Pool
(spawns and holds the NPSheep)

Scenery
(lights, farm, props...)

Gun

UI Canvas
(Timers, scores, pause, game over...)