

PlayerController

speed: float  
JumpForce: float  
rb: Rigidbody2D  
facingRight: bool  
isGrounded: bool  
checkRadius: float  
whatIsGround: LayerMask  
freePos: Transform  
anim: Animator  
moveInput: float

void Start()  
void FixedUpdate()  
void Update()  
void Flip()

Bullet enemy

bullet: GameObject  
offset: float  
parentObject: Transform  
shotPoint: Transform  
startTimeBtwShots: float  
timeBtwShots: float

void Update()  
void Start()  
IEnumerator ShootBullets()

Bullet

bulletEffect: GameObject  
damage: int  
direction: Vector2  
distance: float  
speed: float  
lifetime1: float  
lifetime: float  
distance: float  
whatIsSolid: LayerMask  
whatIsWrag: LayerMask

void SetDirection(Vector2 dir)  
void Start()  
void Update()

hil

a: Image  
b: Image  
text: Text

void hiler()  
void Update()

hp

a: Image  
b: Image  
hp: int

void boy()

Enemy

deathEffect: GameObject  
health: int

void Update()  
void TakeDamage(int damage)

casanije wrag

x: int

void OnCollisionEnter2D(CollisionInfo)

Rang

heal: int  
b: bool  
pauseMenuUI: GameObject  
text1: Text

IEnumerator HandleGameOver  
void Update()

Gan

bullet: GameObject  
offset: float  
parentObject: Transform  
shotPoint: Transform  
startTimeBtwShots: float

void Update()

Draggable

canvas: Canvas  
originalPosition: Vector3  
rectTransform: RectTransform  
rectTransform: RectTransform

void Awake()  
Vector3GetCurrentPosition()  
void OnBeginDrag(PointerEventData eventData)  
void OnDrag(PointerEventData eventData)

JewelryManager

buttons: Button[]  
draggableJewelry: List<Draggable>  
jewelryPrefabs: GameObject[]  
parentTransform: Transform  
quantities: Dictionary<int, int>  
spawnPosition: Vector2

void ChangeSelectedJewelrySize(float scale)  
int GetJewelryIndex(string name)  
void LoadJewelryPositions()  
void LoadQuantities()  
void OnApplicationQuit()  
void OnJewelryButtonClick(int index)  
void RemoveSelectedJewelry()  
void RotateSelectedJewelry()  
void RotateSelectedJewelry1()  
void SavePositions()  
void Start()  
void Update()  
void UpdateQuantityFile()