```
MonoBehaviour
```

MainMenuScript

+ moveTime
+ movePos
+ DeathMenu
+ DeathMenuScale
+ MainMenu
+ MainMenuScale
+ PauseMenu
+ PauseMenuScale

+ MainMenuOpen()
+ MainMenuClose()
+ PauseMenuOpen()
+ PauseMenuClose()

ScoreTracker

+ ScoreText
+ HighScoreText
+ Instance
+ Score

+ IncreaseScore()
+ ResetScore()

Shape

+ ClosestNeighbors
+ Neighbors
+ Position
+ IsDragging
+ CanBeDragged

+ Trigger()
+ MakeTriggerAction()
+ Destroy()

ShapeSlot

+ IsEmpty
+ Shape

+ SpawnRandomShape()
+ RemoveShape()

ShapesProducer

+ Instance
+ HasNotPlacedShapes

+ SpawnNewShapes()
+ FreeShape()

ShapesRepository

+ CommonBaseShape
+ CommonTransistorShape
+ SquareBaseSprite
+ CircleBaseSprite
+ TriangleBaseSprite
+ Instance

+ GetBaseSprite()
+ CreateRandom()

TileMap

+ Instance

+ GetClosestNeighbors()
+ GetNeighbors()
+ DropShape()
+ GetCellWithShape()

TileMapCell

+ Position
+ IsEmpty
+ shape
+ IsMouseOver

+ DropHere()
+ RemoveShape()

BaseShape

+ Type

+ Destroy()

TransistorShape

+ InputHolder
+ Absorbed
+ InputType
+ OutputType

+ SetupIOTypes()
+ SetAbsorbed()
+ CanAbsorp()
+ CanAbsorpToExplosion()
+ Trigger()
+ MakeTriggerAction()