



ItemType
?Enum

AttackableBush
+type: ItemType -m_Collider: Collider2D
-Awake -OnTiggerEnter2D

CollectableItem
+ItemType: ItemType +Amount: Int
-OnTiggerEnter2D

DropItemOnDestroy
+DropItemType: ItemType +Probability: float
-OnLootDrop

SaveLoadSystem
+control: SaveLoadSystem +doLoadGame: bool -array: PocketItemType[ ]
-Awake -Start -OnSceneLoaded +getLoadData +setLoadGame +SaveGame

SaveData
+PocketItemArray [ ]
? Class file withing a class file but outside of the class :3

Button
+buttonStart: GameObject +buttonLoad: GameObject -newGame: bool -saveDataExists: bool
-Start -Update -buttonInput -loadScript -View

RoomData
+Name; string +X: int +Y: int
? Class file withing a class file but outside of the class :3

RoomDoorBlockingObject
+DestoryProbability: float
-Start

RoomManager
?public static Instance: RoomManager -m_CurrentWorldName: string -m_CurrentLoadRoomData: RoomData -m_LoadRoomQueue: Queue<> -m_LoadedRooms: List<> -m_IsLoadingRoom: bool
-Awake -Start -Update -UpdateRoomQueue -LoadRoom ?IEnumerator LoardRoomRoutine +RegisterRoom -DoesRoomExist -GetRandomRegularRoomName +OnPlayerEnterRoom

RoomParent
+Width: int +Height: int +x: int +y: int
-start -OnDrawGizmos -GetRoomCenter -OnTriggerEnter2D

DialogBox
?static DialogBox -m_DialogFrame: Image -m_Text: Text
-Awake ?public static void -InVisible -DoHide -DoShow