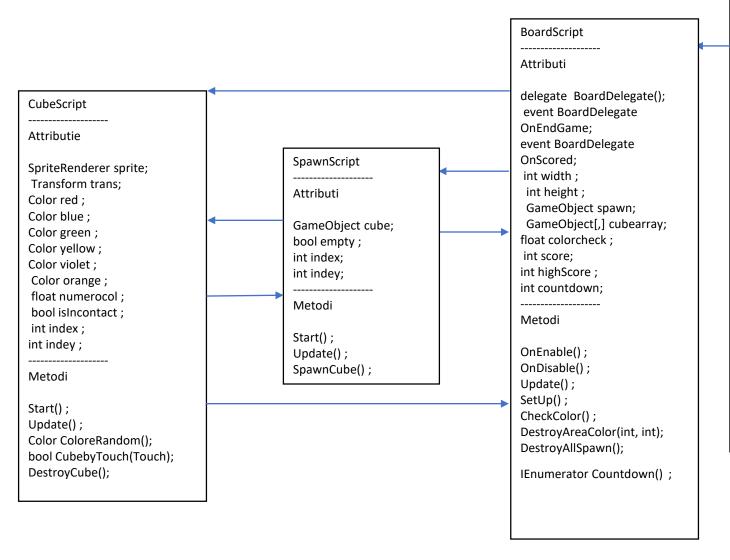
8X8 GAMES BY SIMONE TIBERTI class diagram uml



```
GameManager
Attributi
delegate
                                     ScorePointScript
GameDelegate();
GameManager Instance;
                                     Attributi
event GameDelegate
OnGameStarted;
                                     Int punteggio;
event GameDelegate
                                     Text Score;
OnGameover:
GameObject startPage;
                                     Metodi
GameObject
gameOverPage;
                                     OnEnable();
GameObject gamePage;
                                     OnDisable();
GameObject boardGame;
                                     Update();
enum PageState
int score;
Metodi
                                     HighScoreScript
Awake();
OnEnable():
                                     Attributi
OnDisable();
OnEndGame();
                                     Int punteggio;
OnScored();
                                     Text Score;
SetPageState(PageState);
ConfirmGameOver();
                                     Metodi
StartGame();
                                     OnEnable();
                                     Update();
```