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| *GameController\_Puzzle1.cs* |

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| *Database\_Puzzle1.cs* |

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| *UI\_Puzzle1.cs* |

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| Player |

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| List<GameObject> Bridges  in  *GameController\_Puzzle1.cs* |

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| Main Camera  &  Top Camera |

4. Calculate and return true or false.

*public bool Calculation(…)*

3. Ask Database to calculate

*public void CheckAnswer(…)*

2. Ask GameController to check the answer.

*public void SubmitAnswer()*

Switch Camera: Press ‘Z’ key

*private void SwitchCamera()*

5. True: Active the bridge of the question.

False: N/A

1. Interact with UI and submit the answer. (Scalar, x, y, and z)