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│ MonoBehaviour       │
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HotAirBalloon.HotAirBalloonManager

+ colorList_Q
+ ColorPositionQ
+ quizTextIndex
+ quizTextCount
+ correctCheckCount
+ balloonImage
+ ring
+ guidePanelText

+ ShowQuestion()
+ ResetStage()
+ SpawnText()
+ SpawnCorrectBalloon()
+ SpawnWrongBalloon()
+ CompleteStage()

ITouchObject

+ OnTouch()

+manager

HotAirBalloon.BalloonTouchController

+ touchPrefab
+ rootObject
+ isCorrect
+ isLeft
+ resultAudio
+ correctSound
+ wrongSound
+ hand
+ answerEffect
+ isEffect
+ isTouch

+ OnTouch()
+ Score()
+ AnswerEffect()
+ WrongEffect()
+ BGTouch()
+ AnswerTouch()
+ WrongTouch()
+ OtherEndingMotion()