## MonoBehaviour

## Basketball.BasketballManager

- + goalObject\_Red
- + goalPos Red
- + setGoalPos Red
- + moveCount Red
- + isVersusMode
- + goalObject\_Blue
- + goalPos Blue
- + setGoalPos Blue
- + moveCount Blue
- + Start()
- + SettingRandomPos()
- + SpawnGoals\_Red()
- + SettingRandomPos\_VS()
- + SpawnGoals\_Blue()

lTouchObject

+ OnTouch()

+basketballManager

## Basketball.TouchGoalController

- + rootObject
- + hitEffectImage
- + getPoint
- + isLeft
- + touchSound
  - + OnTouch()
- + TouchGetScore()