MonoBehaviour Bubble.BubbleManager + ColorListQ + ColorPositionQ + quizTextIndex + quizTextCount + correctCheckCount + quizObject + isMatch + roundCnt + ShowQuestion() + ResetStage() + SpawnCorrectQuiz() + SpawnWrongBalloon() + CompleteStage() +bubbleManager Bubble.BubbleTouch isCorrect isTouch isLeft touchPrefab rootObject resultAudio + correctSound wrongSound touchedSprite + + gradient OnTouch()

+

TouchEffect()

ITouchObject

+ OnTouch()