





**Basketball.BasketballManager**

- + goalObject\_Red
- + goalPos\_Red
- + setGoalPos\_Red
- + moveCount\_Red
- + isVersusMode
- + goalObject\_Blue
- + goalPos\_Blue
- + setGoalPos\_Blue
- + moveCount\_Blue
- + addScoreRed

   9   ...

- + Start()
- + SettingRandomPos()
- + SpawnGoals\_Red()
- + SettingRandomPos\_VS()
- + SpawnGoals\_Blue()