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│ MonoBehaviour       │
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```

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()

ITouchObject

- + OnTouch()

+basketballManager

Basketball.TouchGoalController

- + rootObject
- + hitEffectImage
- + hitTextScore
- + getPoint
- + isLeft
- + touchSound

- + OnTouch()
- + TouchGetScore()