MonoBehaviour

## HotAirBalloon.HotAirBalloon Manager

- + colorList\_Q
- + quizTextIndex
- + quizTextCount
- + correctCheckCount
- + balloonPos
- + balloonlmage
- guidePanelText
- + ShowQuestion()
- + ResetStage()
- + SpawnText()
- + SpawnCorrectBalloon()
- + SpawnWrongBalloon()
- + CompleteStage()

+manager

## HotAirBalloon.BalloonTouch Controller

- + touchPrefab
- + rootObject
  - isCorrect
  - + isLeft
- + resultAudio
- + correctSound
- + wrongSound
- + OnTouch()
- + Score()
- + BGTouch()
- + AnswerTouch()
- + OtherEndingMotion()

ITouchObject

+ OnTouch()