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┌─────────────────────┐
│ MonoBehaviour       │
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```

Bubble.BubbleManager

+ ColorListQ
+ ColorPositionQ
+ quizTextIndex
+ quizTextCount
+ correctCheckCount
+ quizObject
+ isMatch
+ roundCnt

+ ShowQuestion()
+ ResetStage()
+ SpawnCorrectQuiz()
+ SpawnWrongBalloon()
+ CompleteStage()

ITouchObject

+ OnTouch()

+bubbleManager

Bubble.BubbleTouch

+ isCorrect
+ isTouch
+ isLeft
+ isEffect
+ touchPrefab
+ rootObject
+ answerEffect
+ resultAudio
+ correctSound
+ wrongSound

+ OnTouch()
+ AnswerEffect()
+ WrongEffect()