

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class QuicknessManager["Quickness.QuicknessManager"]
    QuicknessManager --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty compartments below the name. Below it is a box for 'Quickness.QuicknessManager' with a header compartment and two main compartments for fields and methods. A blue arrow points from the 'Quickness.QuicknessManager' box up to the 'MonoBehaviour' box, indicating inheritance.

Quickness.QuicknessManager

+ touchObject

+ touchPos

+ setTouchPos

+ randomPos

+ addScoreRed

+ addScoreBlue

+ Start()

+ SettingRandomPos()

+ AddRandomPos()

+ RemovePosition()

+ AddNewPosition()

+ CreateTouchObject()