MonoBehaviour			ITouchObject	
			. On Taxab ()	
			+ OnTouch()	
4			7	
		_\		
HotAirBalloon.BalloonTouch				
Controller				
	+	manager		
	+ touchPrefab			
	+	rootObject		
	+	isCorrect		
	+	isLeft		
	+	resultAudio		
	+	correctSound		
	+	wrongSound		
	+	hand		
	+	answerEffect		
		+ isEffect		
	+ isTouch			
	+ OnTouch()		n()	
	+	Score()		
	+	AnswerEffect()		
	+	WrongEffect()		
	+	BGTouch()		
	+	7	· · · · · · · · · · · · · · · · · · ·	
	+	WrongTo	**	
	+	+ OtherEndingMotion()		