

MonoBehaviour



OlympicsGameManager

- + currentGameRecord
- + gameRecordController
- + userDataController
- + endingRanking
- + isTest
- + gameTypeList
- + resetObject
- + countdown
- + countdown\_Off
- + timeScrollbar

0	0
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0	0
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0	0
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 9 

0	0
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0	0
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 ...

- + Instance

- + ResetObject()
- + WaitStartGame()
- + SelectGameType()
- + SetEndingPage()
- + StartGame()
- + QuitButton()