## MonoBehaviour

## Card.CardVsController + cardPrefab

- + leftCardParent
- + rightCardParent
- + leftAudio + rightAudio
- + cardFlipClip
- + cardAnswerClip + cardWrongClip
- + creationTimeLeft
- + creationTimeRight+ OnClickLeftCard()
- + OnClickRightCard()
  + GetSameCards()