**Dingen die geprogrammeerd moeten worden:**

* **Winkel view:**
  + Inspect mode : spatie duwen als je met de muis over item hovert. Tijdens het ingedrukt houden heb je een high-res versie van het Item (nog art nodig / niet noodzakelijk)
  + Item moet gedisabled worden als het out of stock is.

Willekeurige klant moet afkomen met een willekeurige bestelling. Sprite van de voorwerpen in de textballon moet nog gefixt worden. Het aantal klanten moet bepaald worden bij het begin van de dag en ze krijgen een willekeurige sprite. (speciale kattenklant: zie onder)

* De prijs die klant moet betalen moet gereset worden als de afrekening gedaan is. Idem voor de array met geselecteerde items (denk na wat er allemaal gereset moet worden en fix die dingen)
* Als de klant de verkeerde producten krijgt, betaalt hij ook niet.
* Er moet ergens een vakje zijn waar je kan zien wat je geselecteerd hebt.
* Er moet een Zichtbare timer zijn zodat je kan zien hoe lang je nog hebt om de klant te bedienen (de wachtende klanten hun timer kunnen ook al aftellen en dan wordt die pas zichtbaar als die klant aan de beurt is. Zou geen verschillende wachttijden maken)
* Er moet(en) een/verschillende sprites met tekst zijn voor als een klant wegloopt
* Er moet een live count zijn van hoeveel geld je bezit
* Er moet geluid gefixt worden (geluidseffecten: kassa, klant, boze klant die weggaat, ..) + themesong
* De code van de klant moet gefixt worden. (niet dat hij het script van de volgende klant disablet en het dan stilvalt)
* De background sprite moet zonder de toestellen zijn
* De sprites van de items moeten dezelfde grootte hebben als de achtergrond. Als je dan scalet, gaan ze niet weg van hun locatie.
* Er moet bij het eerste level een pop-up tekstje zijn dat verschijnt als je de eerste keer de verschillende acties uitvoert. Het tekstje legt uit wat je allemaal kan doen zodat de speler kan volgen

* **Menu View**
  + Er moet een array zijn die de verschillende items bevat die je in de winkel hebt liggen
  + Er moet een samenvatting zijn van hoe de dag is verlopen
  + Je moet nieuwe producten kunnen kopen en die worden de volgende dag in de stock gezet(dacht aan een variant waarin het rolluikje dicht is en het lampje uit. Dan verlicht enkel de pc de kamer en moet je op het net nieuwe dingen kopen) (overdag kan je ook bestellen, maar wordt enkel de volgende dag geleverd.)
  + Er moet een menu zijn om het spel te verlaten of te pauzeren (als je op escape duwt als je in de selectMode of menuMode bent) -> done!
  + We moeten een watermark hebben die aan het begin van de dag vertelt aan de hoeveelste dag je begint. (of titel van summary op het einde: Day 85: summary)
  + Er moet een vaste kost komen voor de elektriciteit die je gebruikt

* **Klant:**
  + Heeft een timer, sprite, bestelling, weet hoeveel hij moet betalen
  + Item in de bestelling is random op basis van wat er in de inventaris ligt

* **Zou ik pas doen nadat al het bovenstaande klaar is:**
  + Een werkende microgolf met bereidbaar voedsel
  + Abonnementen en pakketjes die je via de computer moet regelen
  + Microgolfoven moet ook een aankoop zijn dan kan je die pas beginnen gebruiken
  + Apart script voor de katklant (bestelt alleen maar grote hoeveelheden kattenvoer en heeft een kleine kans om langs te komen)
  + Microgolfoven moet ook een aankoop zijn

%YAML 1.1

%TAG !u! tag:unity3d.com,2011:

--- !u!29 &1

OcclusionCullingSettings:

m\_ObjectHideFlags: 0

serializedVersion: 2

m\_OcclusionBakeSettings:

smallestOccluder: 5

smallestHole: 0.25

backfaceThreshold: 100

m\_SceneGUID: 00000000000000000000000000000000

m\_OcclusionCullingData: {fileID: 0}

--- !u!104 &2

RenderSettings:

m\_ObjectHideFlags: 0

serializedVersion: 9

m\_Fog: 0

m\_FogColor: {r: 0.5, g: 0.5, b: 0.5, a: 1}

m\_FogMode: 3

m\_FogDensity: 0.01

m\_LinearFogStart: 0

m\_LinearFogEnd: 300

m\_AmbientSkyColor: {r: 0.212, g: 0.227, b: 0.259, a: 1}

m\_AmbientEquatorColor: {r: 0.114, g: 0.125, b: 0.133, a: 1}

m\_AmbientGroundColor: {r: 0.047, g: 0.043, b: 0.035, a: 1}

m\_AmbientIntensity: 1

m\_AmbientMode: 0

m\_SubtractiveShadowColor: {r: 0.42, g: 0.478, b: 0.627, a: 1}

m\_SkyboxMaterial: {fileID: 10304, guid: 0000000000000000f000000000000000, type: 0}

m\_HaloStrength: 0.5

m\_FlareStrength: 1

m\_FlareFadeSpeed: 3

m\_HaloTexture: {fileID: 0}

m\_SpotCookie: {fileID: 10001, guid: 0000000000000000e000000000000000, type: 0}

m\_DefaultReflectionMode: 0

m\_DefaultReflectionResolution: 128

m\_ReflectionBounces: 1

m\_ReflectionIntensity: 1

m\_CustomReflection: {fileID: 0}

m\_Sun: {fileID: 170076734}

m\_IndirectSpecularColor: {r: 0.37311953, g: 0.38074014, b: 0.3587274, a: 1}

m\_UseRadianceAmbientProbe: 0

--- !u!157 &3

LightmapSettings:

m\_ObjectHideFlags: 0

serializedVersion: 11

m\_GIWorkflowMode: 0

m\_GISettings:

serializedVersion: 2

m\_BounceScale: 1

m\_IndirectOutputScale: 1

m\_AlbedoBoost: 1

m\_EnvironmentLightingMode: 0

m\_EnableBakedLightmaps: 1

m\_EnableRealtimeLightmaps: 0

m\_LightmapEditorSettings:

serializedVersion: 12

m\_Resolution: 2

m\_BakeResolution: 10

m\_AtlasSize: 512

m\_AO: 0

m\_AOMaxDistance: 1

m\_CompAOExponent: 1

m\_CompAOExponentDirect: 0

m\_ExtractAmbientOcclusion: 0

m\_Padding: 2

m\_LightmapParameters: {fileID: 0}

m\_LightmapsBakeMode: 1

m\_TextureCompression: 1

m\_FinalGather: 0

m\_FinalGatherFiltering: 1

m\_FinalGatherRayCount: 256

m\_ReflectionCompression: 2

m\_MixedBakeMode: 2

m\_BakeBackend: 1

m\_PVRSampling: 1

m\_PVRDirectSampleCount: 32

m\_PVRSampleCount: 256

m\_PVRBounces: 2

m\_PVREnvironmentSampleCount: 256

m\_PVREnvironmentReferencePointCount: 2048

m\_PVRFilteringMode: 2

m\_PVRDenoiserTypeDirect: 0

m\_PVRDenoiserTypeIndirect: 0

m\_PVRDenoiserTypeAO: 0

m\_PVRFilterTypeDirect: 0

m\_PVRFilterTypeIndirect: 0

m\_PVRFilterTypeAO: 0

m\_PVREnvironmentMIS: 0

m\_PVRCulling: 1

m\_PVRFilteringGaussRadiusDirect: 1

m\_PVRFilteringGaussRadiusIndirect: 5

m\_PVRFilteringGaussRadiusAO: 2

m\_PVRFilteringAtrousPositionSigmaDirect: 0.5

m\_PVRFilteringAtrousPositionSigmaIndirect: 2

m\_PVRFilteringAtrousPositionSigmaAO: 1

m\_ExportTrainingData: 0

m\_TrainingDataDestination: TrainingData

m\_LightingDataAsset: {fileID: 0}

m\_UseShadowmask: 1

--- !u!196 &4

NavMeshSettings:

serializedVersion: 2

m\_ObjectHideFlags: 0

m\_BuildSettings:

serializedVersion: 2

agentTypeID: 0

agentRadius: 0.5

agentHeight: 2

agentSlope: 45

agentClimb: 0.4

ledgeDropHeight: 0

maxJumpAcrossDistance: 0

minRegionArea: 2

manualCellSize: 0

cellSize: 0.16666667

manualTileSize: 0

tileSize: 256

accuratePlacement: 0

debug:

m\_Flags: 0

m\_NavMeshData: {fileID: 0}

--- !u!1 &79015109

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 79015113}

- component: {fileID: 79015112}

- component: {fileID: 79015111}

- component: {fileID: 79015110}

- component: {fileID: 79015114}

m\_Layer: 5

m\_Name: BackGroundCanvas

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!114 &79015110

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 79015109}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: dc42784cf147c0c48a680349fa168899, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_IgnoreReversedGraphics: 1

m\_BlockingObjects: 0

m\_BlockingMask:

serializedVersion: 2

m\_Bits: 4294967295

--- !u!114 &79015111

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 79015109}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 0cd44c1031e13a943bb63640046fad76, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_UiScaleMode: 1

m\_ReferencePixelsPerUnit: 100

m\_ScaleFactor: 1

m\_ReferenceResolution: {x: 1920, y: 1080}

m\_ScreenMatchMode: 0

m\_MatchWidthOrHeight: 0

m\_PhysicalUnit: 3

m\_FallbackScreenDPI: 96

m\_DefaultSpriteDPI: 96

m\_DynamicPixelsPerUnit: 1

--- !u!223 &79015112

Canvas:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 79015109}

m\_Enabled: 1

serializedVersion: 3

m\_RenderMode: 1

m\_Camera: {fileID: 534669904}

m\_PlaneDistance: 10

m\_PixelPerfect: 0

m\_ReceivesEvents: 1

m\_OverrideSorting: 0

m\_OverridePixelPerfect: 0

m\_SortingBucketNormalizedSize: 0

m\_AdditionalShaderChannelsFlag: 0

m\_SortingLayerID: 0

m\_SortingOrder: 0

m\_TargetDisplay: 0

--- !u!224 &79015113

RectTransform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 79015109}

m\_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 0, y: 0, z: 0}

m\_Children:

- {fileID: 1543161954}

- {fileID: 346211052}

m\_Father: {fileID: 0}

m\_RootOrder: 5

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

m\_AnchorMin: {x: 0, y: 0}

m\_AnchorMax: {x: 0, y: 0}

m\_AnchoredPosition: {x: 0, y: 0}

m\_SizeDelta: {x: 0, y: 0}

m\_Pivot: {x: 0, y: 0}

--- !u!114 &79015114

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 79015109}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: f3e63539fdc07c84582ccbbd31f05de4, type: 3}

m\_Name:

m\_EditorClassIdentifier:

PauseMenuUI: {fileID: 346211051}

--- !u!1 &170076733

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 170076735}

- component: {fileID: 170076734}

m\_Layer: 0

m\_Name: Directional Light

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!108 &170076734

Light:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 170076733}

m\_Enabled: 0

serializedVersion: 9

m\_Type: 1

m\_Color: {r: 1, g: 1, b: 1, a: 1}

m\_Intensity: 1

m\_Range: 10

m\_SpotAngle: 30

m\_InnerSpotAngle: 21.80208

m\_CookieSize: 10

m\_Shadows:

m\_Type: 2

m\_Resolution: -1

m\_CustomResolution: -1

m\_Strength: 1

m\_Bias: 0.05

m\_NormalBias: 0.4

m\_NearPlane: 0.2

m\_CullingMatrixOverride:

e00: 1

e01: 0

e02: 0

e03: 0

e10: 0

e11: 1

e12: 0

e13: 0

e20: 0

e21: 0

e22: 1

e23: 0

e30: 0

e31: 0

e32: 0

e33: 1

m\_UseCullingMatrixOverride: 0

m\_Cookie: {fileID: 0}

m\_DrawHalo: 0

m\_Flare: {fileID: 0}

m\_RenderMode: 0

m\_CullingMask:

serializedVersion: 2

m\_Bits: 4294967295

m\_RenderingLayerMask: 1

m\_Lightmapping: 1

m\_LightShadowCasterMode: 0

m\_AreaSize: {x: 1, y: 1}

m\_BounceIntensity: 1

m\_ColorTemperature: 6570

m\_UseColorTemperature: 0

m\_BoundingSphereOverride: {x: 0, y: 0, z: 0, w: -5.3057996e+14}

m\_UseBoundingSphereOverride: 0

m\_ShadowRadius: 0

m\_ShadowAngle: 0

--- !u!4 &170076735

Transform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 170076733}

m\_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: -5}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 0}

m\_RootOrder: 1

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

--- !u!1 &201431486

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 201431488}

- component: {fileID: 201431487}

m\_Layer: 0

m\_Name: GameBehaviour

m\_TagString: GameBehaviour

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!114 &201431487

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 201431486}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: b1f44c8652b603847b9499d9e45a0460, type: 3}

m\_Name:

m\_EditorClassIdentifier:

ItemsInTheShop:

- {fileID: 2139506292}

--- !u!4 &201431488

Transform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 201431486}

m\_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

m\_LocalPosition: {x: -0.47628838, y: 0.026582185, z: -1.52}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 0}

m\_RootOrder: 2

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

--- !u!1 &346211051

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 346211052}

- component: {fileID: 346211054}

- component: {fileID: 346211053}

m\_Layer: 5

m\_Name: PauseMenu

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 0

--- !u!224 &346211052

RectTransform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 346211051}

m\_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: -83}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children:

- {fileID: 1741781663}

- {fileID: 718746324}

m\_Father: {fileID: 79015113}

m\_RootOrder: 1

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

m\_AnchorMin: {x: 0, y: 0}

m\_AnchorMax: {x: 1, y: 1}

m\_AnchoredPosition: {x: 0, y: 0}

m\_SizeDelta: {x: 0, y: 0}

m\_Pivot: {x: 0.5, y: 0.5}

--- !u!114 &346211053

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 346211051}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: fe87c0e1cc204ed48ad3b37840f39efc, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Material: {fileID: 0}

m\_Color: {r: 0, g: 0, b: 0, a: 0.392}

m\_RaycastTarget: 1

m\_OnCullStateChanged:

m\_PersistentCalls:

m\_Calls: []

m\_Sprite: {fileID: 10907, guid: 0000000000000000f000000000000000, type: 0}

m\_Type: 1

m\_PreserveAspect: 0

m\_FillCenter: 1

m\_FillMethod: 4

m\_FillAmount: 1

m\_FillClockwise: 1

m\_FillOrigin: 0

m\_UseSpriteMesh: 0

m\_PixelsPerUnitMultiplier: 1

--- !u!222 &346211054

CanvasRenderer:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 346211051}

m\_CullTransparentMesh: 0

--- !u!1 &534669902

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 534669905}

- component: {fileID: 534669904}

- component: {fileID: 534669903}

m\_Layer: 0

m\_Name: Main Camera

m\_TagString: MainCamera

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!81 &534669903

AudioListener:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 534669902}

m\_Enabled: 1

--- !u!20 &534669904

Camera:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 534669902}

m\_Enabled: 1

serializedVersion: 2

m\_ClearFlags: 1

m\_BackGroundColor: {r: 0.19215687, g: 0.3019608, b: 0.4745098, a: 0}

m\_projectionMatrixMode: 1

m\_GateFitMode: 2

m\_FOVAxisMode: 0

m\_SensorSize: {x: 36, y: 24}

m\_LensShift: {x: 0, y: 0}

m\_FocalLength: 50

m\_NormalizedViewPortRect:

serializedVersion: 2

x: 0

y: 0

width: 1

height: 1

near clip plane: 2.58

far clip plane: 11

field of view: 60

orthographic: 1

orthographic size: 5

m\_Depth: -1

m\_CullingMask:

serializedVersion: 2

m\_Bits: 4294967295

m\_RenderingPath: -1

m\_TargetTexture: {fileID: 0}

m\_TargetDisplay: 0

m\_TargetEye: 3

m\_HDR: 1

m\_AllowMSAA: 1

m\_AllowDynamicResolution: 0

m\_ForceIntoRT: 0

m\_OcclusionCulling: 1

m\_StereoConvergence: 10

m\_StereoSeparation: 0.022

--- !u!4 &534669905

Transform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 534669902}

m\_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: -8.8}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 0}

m\_RootOrder: 0

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

--- !u!1 &718746323

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 718746324}

- component: {fileID: 718746327}

- component: {fileID: 718746326}

- component: {fileID: 718746325}

m\_Layer: 5

m\_Name: Quit Button

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!224 &718746324

RectTransform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 718746323}

m\_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 0.6442416, y: 0.6442416, z: 0.6442416}

m\_Children:

- {fileID: 1549350287}

m\_Father: {fileID: 346211052}

m\_RootOrder: 1

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

m\_AnchorMin: {x: 0.5, y: 0.5}

m\_AnchorMax: {x: 0.5, y: 0.5}

m\_AnchoredPosition: {x: 0, y: -34.9}

m\_SizeDelta: {x: 399.4, y: 99.5}

m\_Pivot: {x: 0.5, y: 0.5}

--- !u!114 &718746325

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 718746323}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 4e29b1a8efbd4b44bb3f3716e73f07ff, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Navigation:

m\_Mode: 0

m\_SelectOnUp: {fileID: 0}

m\_SelectOnDown: {fileID: 0}

m\_SelectOnLeft: {fileID: 0}

m\_SelectOnRight: {fileID: 0}

m\_Transition: 1

m\_Colors:

m\_NormalColor: {r: 0, g: 0, b: 0, a: 0}

m\_HighlightedColor: {r: 1, g: 1, b: 1, a: 0.6862745}

m\_PressedColor: {r: 1, g: 1, b: 1, a: 0.53333336}

m\_SelectedColor: {r: 1, g: 1, b: 1, a: 0.28627452}

m\_DisabledColor: {r: 0.78431374, g: 0.78431374, b: 0.78431374, a: 0.5019608}

m\_ColorMultiplier: 1

m\_FadeDuration: 0.1

m\_SpriteState:

m\_HighlightedSprite: {fileID: 0}

m\_PressedSprite: {fileID: 0}

m\_SelectedSprite: {fileID: 0}

m\_DisabledSprite: {fileID: 0}

m\_AnimationTriggers:

m\_NormalTrigger: Normal

m\_HighlightedTrigger: Highlighted

m\_PressedTrigger: Pressed

m\_SelectedTrigger: Selected

m\_DisabledTrigger: Disabled

m\_Interactable: 1

m\_TargetGraphic: {fileID: 718746326}

m\_OnClick:

m\_PersistentCalls:

m\_Calls:

- m\_Target: {fileID: 79015114}

m\_MethodName: Quit

m\_Mode: 1

m\_Arguments:

m\_ObjectArgument: {fileID: 0}

m\_ObjectArgumentAssemblyTypeName: UnityEngine.Object, UnityEngine

m\_IntArgument: 0

m\_FloatArgument: 0

m\_StringArgument:

m\_BoolArgument: 0

m\_CallState: 2

--- !u!114 &718746326

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 718746323}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: fe87c0e1cc204ed48ad3b37840f39efc, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Material: {fileID: 0}

m\_Color: {r: 0, g: 0, b: 0, a: 1}

m\_RaycastTarget: 1

m\_OnCullStateChanged:

m\_PersistentCalls:

m\_Calls: []

m\_Sprite: {fileID: 10905, guid: 0000000000000000f000000000000000, type: 0}

m\_Type: 1

m\_PreserveAspect: 0

m\_FillCenter: 1

m\_FillMethod: 4

m\_FillAmount: 1

m\_FillClockwise: 1

m\_FillOrigin: 0

m\_UseSpriteMesh: 0

m\_PixelsPerUnitMultiplier: 1

--- !u!222 &718746327

CanvasRenderer:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 718746323}

m\_CullTransparentMesh: 0

--- !u!1 &815460924

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 815460925}

- component: {fileID: 815460927}

- component: {fileID: 815460926}

- component: {fileID: 815460928}

m\_Layer: 5

m\_Name: Text

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!224 &815460925

RectTransform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 815460924}

m\_LocalRotation: {x: -0, y: -0, z: -0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 1741781663}

m\_RootOrder: 0

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

m\_AnchorMin: {x: 0, y: 0}

m\_AnchorMax: {x: 1, y: 1}

m\_AnchoredPosition: {x: 0, y: 0}

m\_SizeDelta: {x: 78.2, y: 50.6}

m\_Pivot: {x: 0.5, y: 0.5}

--- !u!114 &815460926

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 815460924}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 5f7201a12d95ffc409449d95f23cf332, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Material: {fileID: 0}

m\_Color: {r: 1, g: 1, b: 1, a: 1}

m\_RaycastTarget: 1

m\_OnCullStateChanged:

m\_PersistentCalls:

m\_Calls: []

m\_FontData:

m\_Font: {fileID: 12800000, guid: 3a94dada820421240bfd276da5c86912, type: 3}

m\_FontSize: 118

m\_FontStyle: 0

m\_BestFit: 0

m\_MinSize: 10

m\_MaxSize: 118

m\_Alignment: 4

m\_AlignByGeometry: 0

m\_RichText: 1

m\_HorizontalOverflow: 0

m\_VerticalOverflow: 0

m\_LineSpacing: 1

m\_Text: RESUME

--- !u!222 &815460927

CanvasRenderer:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 815460924}

m\_CullTransparentMesh: 0

--- !u!114 &815460928

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 815460924}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: cfabb0440166ab443bba8876756fdfa9, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_EffectColor: {r: 0, g: 0, b: 0, a: 0.5}

m\_EffectDistance: {x: 4, y: -4}

m\_UseGraphicAlpha: 1

--- !u!1 &882063497

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 882063498}

- component: {fileID: 882063501}

- component: {fileID: 882063500}

- component: {fileID: 882063499}

- component: {fileID: 882063502}

m\_Layer: 5

m\_Name: PCButton

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!224 &882063498

RectTransform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 882063497}

m\_LocalRotation: {x: -0, y: -0, z: -0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 1543161954}

m\_RootOrder: 1

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

m\_AnchorMin: {x: 0.5, y: 0.5}

m\_AnchorMax: {x: 0.5, y: 0.5}

m\_AnchoredPosition: {x: -366.2, y: -277.59998}

m\_SizeDelta: {x: 835.4, y: 835.2}

m\_Pivot: {x: 0.5, y: 0.5}

--- !u!114 &882063499

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 882063497}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 4e29b1a8efbd4b44bb3f3716e73f07ff, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Navigation:

m\_Mode: 3

m\_SelectOnUp: {fileID: 0}

m\_SelectOnDown: {fileID: 0}

m\_SelectOnLeft: {fileID: 0}

m\_SelectOnRight: {fileID: 0}

m\_Transition: 1

m\_Colors:

m\_NormalColor: {r: 1, g: 1, b: 1, a: 1}

m\_HighlightedColor: {r: 0.9607843, g: 0.9607843, b: 0.9607843, a: 1}

m\_PressedColor: {r: 0.78431374, g: 0.78431374, b: 0.78431374, a: 1}

m\_SelectedColor: {r: 0.9607843, g: 0.9607843, b: 0.9607843, a: 1}

m\_DisabledColor: {r: 0.78431374, g: 0.78431374, b: 0.78431374, a: 0.5019608}

m\_ColorMultiplier: 1

m\_FadeDuration: 0.1

m\_SpriteState:

m\_HighlightedSprite: {fileID: 0}

m\_PressedSprite: {fileID: 0}

m\_SelectedSprite: {fileID: 0}

m\_DisabledSprite: {fileID: 0}

m\_AnimationTriggers:

m\_NormalTrigger: Normal

m\_HighlightedTrigger: Highlighted

m\_PressedTrigger: Pressed

m\_SelectedTrigger: Selected

m\_DisabledTrigger: Disabled

m\_Interactable: 1

m\_TargetGraphic: {fileID: 882063500}

m\_OnClick:

m\_PersistentCalls:

m\_Calls: []

--- !u!114 &882063500

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 882063497}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: fe87c0e1cc204ed48ad3b37840f39efc, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Material: {fileID: 0}

m\_Color: {r: 1, g: 1, b: 1, a: 1}

m\_RaycastTarget: 1

m\_OnCullStateChanged:

m\_PersistentCalls:

m\_Calls: []

m\_Sprite: {fileID: 21300000, guid: 80065b71f4b0c4142ba30a72d12081e0, type: 3}

m\_Type: 0

m\_PreserveAspect: 0

m\_FillCenter: 1

m\_FillMethod: 4

m\_FillAmount: 1

m\_FillClockwise: 1

m\_FillOrigin: 0

m\_UseSpriteMesh: 0

m\_PixelsPerUnitMultiplier: 1

--- !u!222 &882063501

CanvasRenderer:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 882063497}

m\_CullTransparentMesh: 0

--- !u!114 &882063502

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 882063497}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 405bf7133484bd44398f340b3fda3e97, type: 3}

m\_Name:

m\_EditorClassIdentifier:

--- !u!1 &1257564478

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 1257564480}

- component: {fileID: 1257564479}

m\_Layer: 0

m\_Name: CustomerSpawner

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!114 &1257564479

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1257564478}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 74b220586c9ef0c4fa0b297017ff5ebd, type: 3}

m\_Name:

m\_EditorClassIdentifier:

Customer: {fileID: 0}

CustomerParent: {fileID: 0}

--- !u!4 &1257564480

Transform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1257564478}

m\_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 0}

m\_RootOrder: 7

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

--- !u!1 &1434818212

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 1434818213}

- component: {fileID: 1434818216}

- component: {fileID: 1434818215}

- component: {fileID: 1434818214}

- component: {fileID: 1434818217}

- component: {fileID: 1434818218}

m\_Layer: 5

m\_Name: CashRegisterButton

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!224 &1434818213

RectTransform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1434818212}

m\_LocalRotation: {x: -0, y: -0, z: -0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 1543161954}

m\_RootOrder: 2

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

m\_AnchorMin: {x: 0.5, y: 0.5}

m\_AnchorMax: {x: 0.5, y: 0.5}

m\_AnchoredPosition: {x: 270.2, y: -24.5}

m\_SizeDelta: {x: 198, y: 177}

m\_Pivot: {x: 0.5, y: 0.5}

--- !u!114 &1434818214

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1434818212}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 4e29b1a8efbd4b44bb3f3716e73f07ff, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Navigation:

m\_Mode: 0

m\_SelectOnUp: {fileID: 0}

m\_SelectOnDown: {fileID: 0}

m\_SelectOnLeft: {fileID: 0}

m\_SelectOnRight: {fileID: 0}

m\_Transition: 1

m\_Colors:

m\_NormalColor: {r: 1, g: 1, b: 1, a: 1}

m\_HighlightedColor: {r: 0.9607843, g: 0.9607843, b: 0.9607843, a: 1}

m\_PressedColor: {r: 0.78431374, g: 0.78431374, b: 0.78431374, a: 1}

m\_SelectedColor: {r: 0.9607843, g: 0.9607843, b: 0.9607843, a: 1}

m\_DisabledColor: {r: 0.78431374, g: 0.78431374, b: 0.78431374, a: 0.5019608}

m\_ColorMultiplier: 1

m\_FadeDuration: 0.1

m\_SpriteState:

m\_HighlightedSprite: {fileID: 0}

m\_PressedSprite: {fileID: 0}

m\_SelectedSprite: {fileID: 0}

m\_DisabledSprite: {fileID: 0}

m\_AnimationTriggers:

m\_NormalTrigger: Normal

m\_HighlightedTrigger: Highlighted

m\_PressedTrigger: Pressed

m\_SelectedTrigger: Selected

m\_DisabledTrigger: Disabled

m\_Interactable: 1

m\_TargetGraphic: {fileID: 1434818215}

m\_OnClick:

m\_PersistentCalls:

m\_Calls:

- m\_Target: {fileID: 1434818218}

m\_MethodName: ActivateTextBubble

m\_Mode: 1

m\_Arguments:

m\_ObjectArgument: {fileID: 0}

m\_ObjectArgumentAssemblyTypeName: UnityEngine.Object, UnityEngine

m\_IntArgument: 0

m\_FloatArgument: 0

m\_StringArgument:

m\_BoolArgument: 0

m\_CallState: 2

- m\_Target: {fileID: 1434818218}

m\_MethodName: SetGameStateToPayMode

m\_Mode: 1

m\_Arguments:

m\_ObjectArgument: {fileID: 0}

m\_ObjectArgumentAssemblyTypeName: UnityEngine.Object, UnityEngine

m\_IntArgument: 0

m\_FloatArgument: 0

m\_StringArgument:

m\_BoolArgument: 0

m\_CallState: 2

--- !u!114 &1434818215

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1434818212}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: fe87c0e1cc204ed48ad3b37840f39efc, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Material: {fileID: 0}

m\_Color: {r: 1, g: 1, b: 1, a: 1}

m\_RaycastTarget: 1

m\_OnCullStateChanged:

m\_PersistentCalls:

m\_Calls: []

m\_Sprite: {fileID: 21300000, guid: 49e17532740979845b6a3df0684d4d1c, type: 3}

m\_Type: 0

m\_PreserveAspect: 0

m\_FillCenter: 1

m\_FillMethod: 4

m\_FillAmount: 1

m\_FillClockwise: 1

m\_FillOrigin: 0

m\_UseSpriteMesh: 0

m\_PixelsPerUnitMultiplier: 1

--- !u!222 &1434818216

CanvasRenderer:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1434818212}

m\_CullTransparentMesh: 0

--- !u!114 &1434818217

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1434818212}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 405bf7133484bd44398f340b3fda3e97, type: 3}

m\_Name:

m\_EditorClassIdentifier:

--- !u!114 &1434818218

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1434818212}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: b3bc1a3ac6b1d6f4298ee976e5b83a1f, type: 3}

m\_Name:

m\_EditorClassIdentifier:

TextBubble: {fileID: 4571338883272135423, guid: 1bc5507b13f92934eb879e689bc79fa6,

type: 3}

EnteredNumber: 0

input: {fileID: 0}

\_dailyEarnings: 0

--- !u!1 &1543161953

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 1543161954}

- component: {fileID: 1543161956}

- component: {fileID: 1543161955}

m\_Layer: 5

m\_Name: Panel

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!224 &1543161954

RectTransform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1543161953}

m\_LocalRotation: {x: -0, y: -0, z: -0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children:

- {fileID: 1805066530}

- {fileID: 882063498}

- {fileID: 1434818213}

m\_Father: {fileID: 79015113}

m\_RootOrder: 0

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

m\_AnchorMin: {x: 0, y: 0}

m\_AnchorMax: {x: 1, y: 1}

m\_AnchoredPosition: {x: 0, y: 0}

m\_SizeDelta: {x: 0, y: 0}

m\_Pivot: {x: 0.5, y: 0.5}

--- !u!114 &1543161955

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1543161953}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: fe87c0e1cc204ed48ad3b37840f39efc, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Material: {fileID: 0}

m\_Color: {r: 1, g: 1, b: 1, a: 1}

m\_RaycastTarget: 1

m\_OnCullStateChanged:

m\_PersistentCalls:

m\_Calls: []

m\_Sprite: {fileID: 21300000, guid: 7f0d0eae5fcefa94098331c641d2b17a, type: 3}

m\_Type: 0

m\_PreserveAspect: 0

m\_FillCenter: 1

m\_FillMethod: 4

m\_FillAmount: 1

m\_FillClockwise: 1

m\_FillOrigin: 0

m\_UseSpriteMesh: 0

m\_PixelsPerUnitMultiplier: 1

--- !u!222 &1543161956

CanvasRenderer:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1543161953}

m\_CullTransparentMesh: 0

--- !u!1 &1549350286

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 1549350287}

- component: {fileID: 1549350290}

- component: {fileID: 1549350289}

- component: {fileID: 1549350288}

m\_Layer: 5

m\_Name: Text

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!224 &1549350287

RectTransform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1549350286}

m\_LocalRotation: {x: -0, y: -0, z: -0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 718746324}

m\_RootOrder: 0

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

m\_AnchorMin: {x: 0, y: 0}

m\_AnchorMax: {x: 1, y: 1}

m\_AnchoredPosition: {x: 0, y: 0}

m\_SizeDelta: {x: 78.2, y: 50.6}

m\_Pivot: {x: 0.5, y: 0.5}

--- !u!114 &1549350288

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1549350286}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: cfabb0440166ab443bba8876756fdfa9, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_EffectColor: {r: 0, g: 0, b: 0, a: 0.5}

m\_EffectDistance: {x: 4, y: -4}

m\_UseGraphicAlpha: 1

--- !u!114 &1549350289

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1549350286}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 5f7201a12d95ffc409449d95f23cf332, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Material: {fileID: 0}

m\_Color: {r: 1, g: 1, b: 1, a: 1}

m\_RaycastTarget: 1

m\_OnCullStateChanged:

m\_PersistentCalls:

m\_Calls: []

m\_FontData:

m\_Font: {fileID: 12800000, guid: 3a94dada820421240bfd276da5c86912, type: 3}

m\_FontSize: 118

m\_FontStyle: 0

m\_BestFit: 0

m\_MinSize: 10

m\_MaxSize: 118

m\_Alignment: 4

m\_AlignByGeometry: 0

m\_RichText: 1

m\_HorizontalOverflow: 0

m\_VerticalOverflow: 0

m\_LineSpacing: 1

m\_Text: QUIT

--- !u!222 &1549350290

CanvasRenderer:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1549350286}

m\_CullTransparentMesh: 0

--- !u!1 &1741781662

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 1741781663}

- component: {fileID: 1741781666}

- component: {fileID: 1741781665}

- component: {fileID: 1741781664}

m\_Layer: 5

m\_Name: Resume Button

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!224 &1741781663

RectTransform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1741781662}

m\_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children:

- {fileID: 815460925}

m\_Father: {fileID: 346211052}

m\_RootOrder: 0

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

m\_AnchorMin: {x: 0.5, y: 0.5}

m\_AnchorMax: {x: 0.5, y: 0.5}

m\_AnchoredPosition: {x: 0, y: 131}

m\_SizeDelta: {x: 399.4, y: 99.5}

m\_Pivot: {x: 0.5, y: 0.5}

--- !u!114 &1741781664

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1741781662}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 4e29b1a8efbd4b44bb3f3716e73f07ff, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Navigation:

m\_Mode: 0

m\_SelectOnUp: {fileID: 0}

m\_SelectOnDown: {fileID: 0}

m\_SelectOnLeft: {fileID: 0}

m\_SelectOnRight: {fileID: 0}

m\_Transition: 1

m\_Colors:

m\_NormalColor: {r: 0, g: 0, b: 0, a: 0}

m\_HighlightedColor: {r: 1, g: 1, b: 1, a: 0.6862745}

m\_PressedColor: {r: 1, g: 1, b: 1, a: 0.53333336}

m\_SelectedColor: {r: 1, g: 1, b: 1, a: 0.28627452}

m\_DisabledColor: {r: 0.78431374, g: 0.78431374, b: 0.78431374, a: 0.5019608}

m\_ColorMultiplier: 1

m\_FadeDuration: 0.1

m\_SpriteState:

m\_HighlightedSprite: {fileID: 0}

m\_PressedSprite: {fileID: 0}

m\_SelectedSprite: {fileID: 0}

m\_DisabledSprite: {fileID: 0}

m\_AnimationTriggers:

m\_NormalTrigger: Normal

m\_HighlightedTrigger: Highlighted

m\_PressedTrigger: Pressed

m\_SelectedTrigger: Selected

m\_DisabledTrigger: Disabled

m\_Interactable: 1

m\_TargetGraphic: {fileID: 1741781665}

m\_OnClick:

m\_PersistentCalls:

m\_Calls:

- m\_Target: {fileID: 79015114}

m\_MethodName: Resume

m\_Mode: 1

m\_Arguments:

m\_ObjectArgument: {fileID: 0}

m\_ObjectArgumentAssemblyTypeName: UnityEngine.Object, UnityEngine

m\_IntArgument: 0

m\_FloatArgument: 0

m\_StringArgument:

m\_BoolArgument: 0

m\_CallState: 2

--- !u!114 &1741781665

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1741781662}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: fe87c0e1cc204ed48ad3b37840f39efc, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Material: {fileID: 0}

m\_Color: {r: 0, g: 0, b: 0, a: 1}

m\_RaycastTarget: 1

m\_OnCullStateChanged:

m\_PersistentCalls:

m\_Calls: []

m\_Sprite: {fileID: 10905, guid: 0000000000000000f000000000000000, type: 0}

m\_Type: 1

m\_PreserveAspect: 0

m\_FillCenter: 1

m\_FillMethod: 4

m\_FillAmount: 1

m\_FillClockwise: 1

m\_FillOrigin: 0

m\_UseSpriteMesh: 0

m\_PixelsPerUnitMultiplier: 1

--- !u!222 &1741781666

CanvasRenderer:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1741781662}

m\_CullTransparentMesh: 0

--- !u!1 &1805066529

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 1805066530}

- component: {fileID: 1805066533}

- component: {fileID: 1805066532}

- component: {fileID: 1805066531}

- component: {fileID: 1805066534}

m\_Layer: 5

m\_Name: MicroWaveButton

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!224 &1805066530

RectTransform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1805066529}

m\_LocalRotation: {x: -0, y: -0, z: -0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 1543161954}

m\_RootOrder: 0

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

m\_AnchorMin: {x: 0.5, y: 0.5}

m\_AnchorMax: {x: 0.5, y: 0.5}

m\_AnchoredPosition: {x: 826.05005, y: -341.03998}

m\_SizeDelta: {x: 259.9, y: 394.68}

m\_Pivot: {x: 0.5, y: 0.5}

--- !u!114 &1805066531

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1805066529}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 4e29b1a8efbd4b44bb3f3716e73f07ff, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Navigation:

m\_Mode: 3

m\_SelectOnUp: {fileID: 0}

m\_SelectOnDown: {fileID: 0}

m\_SelectOnLeft: {fileID: 0}

m\_SelectOnRight: {fileID: 0}

m\_Transition: 1

m\_Colors:

m\_NormalColor: {r: 1, g: 1, b: 1, a: 1}

m\_HighlightedColor: {r: 0.9607843, g: 0.9607843, b: 0.9607843, a: 1}

m\_PressedColor: {r: 0.78431374, g: 0.78431374, b: 0.78431374, a: 1}

m\_SelectedColor: {r: 0.9607843, g: 0.9607843, b: 0.9607843, a: 1}

m\_DisabledColor: {r: 0.78431374, g: 0.78431374, b: 0.78431374, a: 0.5019608}

m\_ColorMultiplier: 1

m\_FadeDuration: 0.1

m\_SpriteState:

m\_HighlightedSprite: {fileID: 0}

m\_PressedSprite: {fileID: 0}

m\_SelectedSprite: {fileID: 0}

m\_DisabledSprite: {fileID: 0}

m\_AnimationTriggers:

m\_NormalTrigger: Normal

m\_HighlightedTrigger: Highlighted

m\_PressedTrigger: Pressed

m\_SelectedTrigger: Selected

m\_DisabledTrigger: Disabled

m\_Interactable: 1

m\_TargetGraphic: {fileID: 1805066532}

m\_OnClick:

m\_PersistentCalls:

m\_Calls: []

--- !u!114 &1805066532

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1805066529}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: fe87c0e1cc204ed48ad3b37840f39efc, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Material: {fileID: 0}

m\_Color: {r: 1, g: 1, b: 1, a: 1}

m\_RaycastTarget: 1

m\_OnCullStateChanged:

m\_PersistentCalls:

m\_Calls: []

m\_Sprite: {fileID: 21300000, guid: f84b1849c7362684ea50485d2cab7ebe, type: 3}

m\_Type: 0

m\_PreserveAspect: 0

m\_FillCenter: 1

m\_FillMethod: 4

m\_FillAmount: 1

m\_FillClockwise: 1

m\_FillOrigin: 0

m\_UseSpriteMesh: 0

m\_PixelsPerUnitMultiplier: 1

--- !u!222 &1805066533

CanvasRenderer:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1805066529}

m\_CullTransparentMesh: 0

--- !u!114 &1805066534

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1805066529}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 405bf7133484bd44398f340b3fda3e97, type: 3}

m\_Name:

m\_EditorClassIdentifier:

--- !u!1 &1852955389

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 1852955391}

- component: {fileID: 1852955390}

m\_Layer: 10

m\_Name: MouseBehaviour

m\_TagString: Mouse

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!114 &1852955390

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1852955389}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: dc1792750b5c45b4c8e0806f7fa84c3e, type: 3}

m\_Name:

m\_EditorClassIdentifier:

SelectedItems: []

TotalPriceToPay: 0

--- !u!4 &1852955391

Transform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 1852955389}

m\_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 0}

m\_RootOrder: 3

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

--- !u!1 &2130608398

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 2130608401}

- component: {fileID: 2130608400}

- component: {fileID: 2130608399}

m\_Layer: 0

m\_Name: EventSystem

m\_TagString: Untagged

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!114 &2130608399

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 2130608398}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 4f231c4fb786f3946a6b90b886c48677, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_HorizontalAxis: Horizontal

m\_VerticalAxis: Vertical

m\_SubmitButton: Submit

m\_CancelButton: Cancel

m\_InputActionsPerSecond: 10

m\_RepeatDelay: 0.5

m\_ForceModuleActive: 0

--- !u!114 &2130608400

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 2130608398}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: 76c392e42b5098c458856cdf6ecaaaa1, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_FirstSelected: {fileID: 0}

m\_sendNavigationEvents: 1

m\_DragThreshold: 10

--- !u!4 &2130608401

Transform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 2130608398}

m\_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 0}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 0}

m\_RootOrder: 4

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

--- !u!1 &2139506292

GameObject:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

serializedVersion: 6

m\_Component:

- component: {fileID: 2139506297}

- component: {fileID: 2139506294}

- component: {fileID: 2139506293}

- component: {fileID: 2139506296}

- component: {fileID: 2139506295}

- component: {fileID: 2139506298}

- component: {fileID: 2139506299}

m\_Layer: 9

m\_Name: ITEM\_NewsPaperA

m\_TagString: shopitem

m\_Icon: {fileID: 0}

m\_NavMeshLayer: 0

m\_StaticEditorFlags: 0

m\_IsActive: 1

--- !u!114 &2139506293

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 2139506292}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: ccb44eb416e8b5f4da09bd094908bafd, type: 3}

m\_Name:

m\_EditorClassIdentifier:

IsSelected: 0

IsInspected: 0

InactiveDays: 0

TotalSelected: 0

InStock: 5

ThisPrice: 1.5

ShopItemImage: {fileID: 2139506295}

--- !u!212 &2139506294

SpriteRenderer:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 2139506292}

m\_Enabled: 1

m\_CastShadows: 0

m\_ReceiveShadows: 0

m\_DynamicOccludee: 1

m\_MotionVectors: 1

m\_LightProbeUsage: 1

m\_ReflectionProbeUsage: 1

m\_RenderingLayerMask: 1

m\_RendererPriority: 0

m\_Materials:

- {fileID: 10754, guid: 0000000000000000f000000000000000, type: 0}

m\_StaticBatchInfo:

firstSubMesh: 0

subMeshCount: 0

m\_StaticBatchRoot: {fileID: 0}

m\_ProbeAnchor: {fileID: 0}

m\_LightProbeVolumeOverride: {fileID: 0}

m\_ScaleInLightmap: 1

m\_ReceiveGI: 1

m\_PreserveUVs: 0

m\_IgnoreNormalsForChartDetection: 0

m\_ImportantGI: 0

m\_StitchLightmapSeams: 1

m\_SelectedEditorRenderState: 0

m\_MinimumChartSize: 4

m\_AutoUVMaxDistance: 0.5

m\_AutoUVMaxAngle: 89

m\_LightmapParameters: {fileID: 0}

m\_SortingLayerID: 0

m\_SortingLayer: 0

m\_SortingOrder: 1

m\_Sprite: {fileID: 21300000, guid: f45ced9d5cfe8f747b835cfb488daca2, type: 3}

m\_Color: {r: 1, g: 1, b: 1, a: 1}

m\_FlipX: 0

m\_FlipY: 0

m\_DrawMode: 0

m\_Size: {x: 0.76, y: 1.43}

m\_AdaptiveModeThreshold: 0.5

m\_SpriteTileMode: 0

m\_WasSpriteAssigned: 1

m\_MaskInteraction: 0

m\_SpriteSortPoint: 0

--- !u!114 &2139506295

MonoBehaviour:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 2139506292}

m\_Enabled: 1

m\_EditorHideFlags: 0

m\_Script: {fileID: 11500000, guid: fe87c0e1cc204ed48ad3b37840f39efc, type: 3}

m\_Name:

m\_EditorClassIdentifier:

m\_Material: {fileID: 0}

m\_Color: {r: 1, g: 1, b: 1, a: 1}

m\_RaycastTarget: 1

m\_OnCullStateChanged:

m\_PersistentCalls:

m\_Calls: []

m\_Sprite: {fileID: 21300000, guid: f45ced9d5cfe8f747b835cfb488daca2, type: 3}

m\_Type: 0

m\_PreserveAspect: 0

m\_FillCenter: 1

m\_FillMethod: 4

m\_FillAmount: 1

m\_FillClockwise: 1

m\_FillOrigin: 0

m\_UseSpriteMesh: 0

m\_PixelsPerUnitMultiplier: 1

--- !u!222 &2139506296

CanvasRenderer:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 2139506292}

m\_CullTransparentMesh: 0

--- !u!224 &2139506297

RectTransform:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 2139506292}

m\_LocalRotation: {x: 0, y: 0, z: 0, w: 1}

m\_LocalPosition: {x: 0, y: 0, z: 1.07}

m\_LocalScale: {x: 1, y: 1, z: 1}

m\_Children: []

m\_Father: {fileID: 0}

m\_RootOrder: 6

m\_LocalEulerAnglesHint: {x: 0, y: 0, z: 0}

m\_AnchorMin: {x: 0.5, y: 0.5}

m\_AnchorMax: {x: 0.5, y: 0.5}

m\_AnchoredPosition: {x: 6.53, y: 3.46}

m\_SizeDelta: {x: 0.76, y: 1.43}

m\_Pivot: {x: 0.5, y: 0.5}

--- !u!50 &2139506298

Rigidbody2D:

serializedVersion: 4

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 2139506292}

m\_BodyType: 2

m\_Simulated: 1

m\_UseFullKinematicContacts: 0

m\_UseAutoMass: 0

m\_Mass: 1

m\_LinearDrag: 0

m\_AngularDrag: 0.05

m\_GravityScale: 1

m\_Material: {fileID: 0}

m\_Interpolate: 0

m\_SleepingMode: 1

m\_CollisionDetection: 0

m\_Constraints: 0

--- !u!61 &2139506299

BoxCollider2D:

m\_ObjectHideFlags: 0

m\_CorrespondingSourceObject: {fileID: 0}

m\_PrefabInstance: {fileID: 0}

m\_PrefabAsset: {fileID: 0}

m\_GameObject: {fileID: 2139506292}

m\_Enabled: 1

m\_Density: 1

m\_Material: {fileID: 0}

m\_IsTrigger: 0

m\_UsedByEffector: 0

m\_UsedByComposite: 0

m\_Offset: {x: 0, y: 0}

m\_SpriteTilingProperty:

border: {x: 0, y: 0, z: 0, w: 0}

pivot: {x: 0.5, y: 0.5}

oldSize: {x: 0.76, y: 1.43}

newSize: {x: 0.76, y: 1.43}

adaptiveTilingThreshold: 0.5

drawMode: 0

adaptiveTiling: 0

m\_AutoTiling: 0

serializedVersion: 2

m\_Size: {x: 0.76, y: 1.43}

m\_EdgeRadius: 0