Dokumentasi Teknis Aplikasi Labbola

Game Objects

* Main Camera
* Event System
* APILoader
* Canvas
  + Background
  + DrawModeTrails
  + Pointer
  + Pitch
    - Home Palette Header-Footer
    - Home Palette
    - Home Formation
    - Away Palette Header-Footer
    - Away Palette
    - Away Formation
    - Posession Zone
  + Footer
    - MatchTime
    - Analysis
    - Formation
    - Timeline
    - Logo
  + Header
    - Home Team Name
    - ModeButtons
    - Away Team Name
    - Match Info
    - DrawModeSubButtons
    - Score
  + MatchStatPanel
    - Title
    - Button
    - ScrollView
  + TimelinePanel
    - Title
    - Button
    - ScrollView
  + TeamDescPanelHome
    - Photo
    - Name
    - Text
    - Close Button
  + TeamDescPanelAway
    - Photo
    - Name
    - Text
    - Close Button
  + PlayerPanels
    - PlayerPanelPosLeft
    - PlayerPanelPosRight
    - PlayerStatPanel1
    - PlayerStatPanel2
  + SplashScreen
    - HomeMain
    - AwayMain
    - MatchInfo
    - Home Team Name
    - Away Team Name
    - ColorPickerHome
    - ColorPickerAway
    - DrawColorPickers
    - Start
    - CloseColorPicker
  + Reset

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