

## SetupGame - vertwall: GameObject - horizwall: GameObject - Start(): void GameData - mousePos: static Vector3 + MousePos: static float + XMax: static float + YMax: static float + YMin: static float - GetMouseTarget(): static Vector3

## GameManager

- + \_instance: static GameManager
- Awake(): void
- + DisplayScore(): void
- +ChangeScene(newscene: string)
- + QuitĞame(): void

