

GameManager
Audio: AudioSource
Spawn: string
SceneChange()

ArrowManager
StartPoint: transform
EndPoint: transform
Audio: AudioSource
Speed: float

PlayerManager
Animator: Animator
SpriteRenderer: SpriteRenderer
RigidBody2d: Rigidbody2D
GameManager: GameManager
Speed: float
RightSide: bool
Horizontal: float
isDead: bool
Audio: AudioSource
Gravity()
Run()
OnTriggerEnter2D()
wait()

EnemyManager
SpriteRenderer SpriteRenderer
Speed: float
Direction: vector3
SwitchDirection: vector3
Audio: AudioSource
OnTriggerEnter2D()

Spawn
Player: PlayerManager
GameManager: GameManager