

StaticParameterClass
-string LevelInformation { get; set; }

-int CardInformation { get; set; }
-Texture2D TextureBackgroundCard { get; set; }
-float VolumeLevel { get; set; }

GameScript gs)

-IEnumerator WinGame(GameScript gs)

-float VolumeLevel { get; set; }
-float SpeedLevel { get; set; }

-float Score { get; set; }
-float Time { get; set; }
int NINIT { rate set; }

-INT NOHIT