

Level 3: Hades

Monobehavior

UI Canvas
UIManager <: void >

Music << GameObject >>
AudioSource << Component >>

SFX Manager
SFXManager <: void >

Player
player_others << GameObject >>
SpriteRenderer << Component >>
Rigidbody << Component >>
player_health <: void >
player_movement <: void >
CapsuleCollider2D
LevelManager
Animator

block instance
bar & floor <: void >

Hades
hades <: void >
circleCollider << Component >>
rigidbody2D << Component >>
Animator << Component >>
SpriteRenderer << Component >>

Damage Zone 2
BoxCollider2D << Component >>
River_style <: void >