Class Case

UI Manager

+UI Manager()

Main Menu

+BackgroundScaler
+MainMenu
+Button

+GetComponent<image>()
+MainMenuButton()
+PlayNowButton()
+InstructionsButton()
+SettingsButton()
+QuitButton()

Score Manager

+ Score
+ ScoreData
+ScoreUI

+AddScore()
+RowUi()

Inventory

+ Inventory
+ Item
+ UI_Inventory

-List()
+ enum Itemtype()
+ItemType()
+Inventory()
+ Void AddItem(Item item)

Instructions Menu

+ MenuButtonController

+BackButton()

Settings Menu

+ SettingMenu

+SetVolue()
+SelectChar()

Pause Menu

+ PauseMenu

+ GameIsPasued(): static bool
+ GameMenuUI()
+ LoadMenu()
+ QuitMenu()
+LoadSettings()