

FRONT END

USER INTERACTION

The visual interface layer - Unity GameObjects that the user directly sees and touches

CONTROLLERS

The behavior scripts tied directly to UserInteractions that respond to UnityEvents.

FRONTEND COORDINATOR

UI-level orchestrators that manage *screen state* and *component visibility/transition logic*.

BRIDGE

MANAGERS

Global data stores or session-based memory holders shared across systems.

BACKEND COORDINATORS

Logic flow managers for feature-level business operations.

SERVICE CONTROLLER

Backend logic modules responsible for one focused system like Auth, Playlist, or TMDB.

HANDLERS

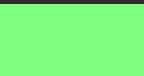
Low-level executors that interface with external APIs or filesystem.

UTILITY ACCESS LAYER

Abstracted access to Unity/OS-level systems like storage paths, PlayerPrefs, and system info.

BACK END

GREEN #7FFF7F



PINK #FF69B4



ORANGE #FA8072



AMBER #3CB371



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INDIAN RED #CD5C5C

