

## ScoreData

- + int scoreRank
- + string Name
- + Score : float

## GameData Manager

- + maximumScores : int
- + SaveScore (ScoreData : score)
- + GetTopScores (noOfScores : int) : ScoreData []

## PowerUpType : Enum

- + speed
- + Time
- + Score

## PowerupController

- + type : PowerUpType
- + value : int [HideInInspector]
- + recipientPlayerIndex : int [HideInInspector]
- + spawnData : PowerupSpawnData

## SpawnRegion

- + startX : float
- + endX : float
- + startZ : float
- + endZ : float

## PowerupSpawnData

- + parent : Transform
- + spawnRegions : ~~List~~ SpawnRegion []