

HUDController

+ screenHUD : GameObject
+ playerAvatars : UIImage[]
+ playerPointTexts : UIText[]
+ playerTimeTexts : UIText[]
+ playerAvatarsSpeedBoostIndicators : UIImage[]
+ noRecipeText : UIText
+ noRecipeHUD : GameObject
+ recipeIngredientHUD : GameObject
+ recipeIngredientImages : UIImage[]
+ recipeIngredientStartX : float
+ recipeIngredientEndX : float
+ Show()
+ Hide()
+ showMessage (string message, bool autoHide)
+ UpdateScore (int playerIndex, int score)
+ updateTime (int playerIndex, int score)
- AutoHide()

Interactable : Enum

+ ChoppingBoard
+ SaladPlate
+ Ingredient
+ RecipeBook
+ TrashCan
+ Chest