

TutorialController

- + screen : GameObject
- + dismissedEvent : TutorialDismissedEvent
- + show()
- Dismiss()
- OnDismissed()

TutorialDismissedEvent

- + gameManagers : GameManagers
- + Dispatch()

GameOverController

- + screen : GameObject
- + leaderboardPlayers : ScoreData[]
- + dismissedEvent : GameOverDismissedEvent
- + show()
- Dismiss()
- OnDismissed()
- Restart()
- showTop10()