MonoBehaviour

MiniGameManager

+ spawner: Spawner
+ curState: MiniGameState
+ startButton: Button
+ resultsCG: CanvasGroup
+ resultText: Text

- Start( ) : void
- Update( ) : void
+ ReStartGame( ) : void
+ DisplayResult( ) : void
+ GameOver( ) : void

GameData

- score: int
- health: int
+ <property> Score: int
+ <property> Health: int
+ instanceRef: GameData <<static>>

- Awake( ): void
+ Add(int value) : void
+ TakeDamage(int damage) : void

PlayerController

+ forceX: float
- rb2D : Rigidbody2D
- facingRight: bool

- Start( ) : void
- FixedUpdate( ) : void
- OnTriggerEnter2D(Collider2D) : void
- Flip( ): void

<<enum>>
MiniGameState

idle
active
win
lose

MonoBehaviour

Access Modifiers

+ public
- private
protected

PickUp

+ type: PickupType
+ value: int

<<enum>>
PickupType

Gem
Star

PlayerStats

+ healthText: Text
+ scoreText: Text

- Start( ) : void
- Update( ) : void
- UpdateDisplay( ) : void

Spawner

+ goodPrefab: GameObject
+ badPrefab: GameObject
+ activeSpawning: bool
+ pauseTime: float
+ numToSpawn: int

- Start( ) : void
+ StartSpawning( ) : void
+ SpawnPrefab( ) : void
+ DestroyPrefabs( ): void

Utility <<static>>

+ ShowCG(CanvasGroup) << static>> void
+ HideCG(CanvasGroup) << static>> void