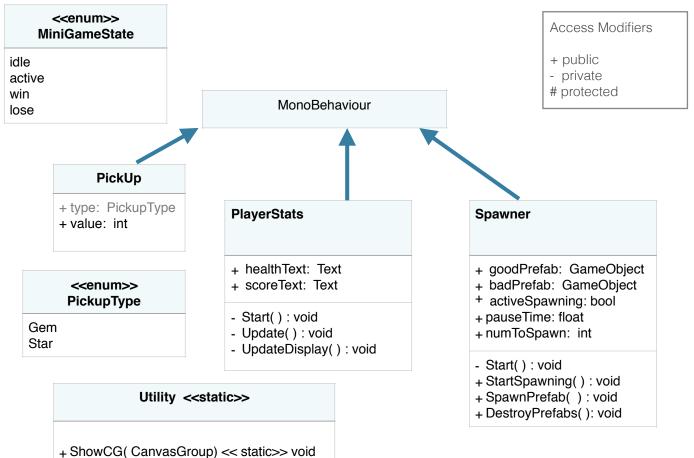
## MonoBehaviour **PlayerController** GameData MiniGameManager + forceX: float - score: int - rb2D : Rigidbody2D + spawner: Spawner health: int - facingRight: bool + curState: MiniGameState + property> Score: int + startButton: Button + + property> Health: int + resultsCG: CanvasGroup + instanceRef: GameData <<static>> - Start( ): void + resultText: Text FixedUpdate(): void OnTriggerEnter2D( Collider2D) : void - Start(): void - Awake(): void Flip(): void - Update(): void + Add( int value ) : void + TakeDamage( int damage): void + ReStartGame(): void + DisplayResult(): void + GameOver(): void <<enum>> Access Modifiers



+ HideCG( CanvasGroup) << static>> void