ApplicationModel
Class

Fields
- level
- maxLevel
- minLevel

Methods
- getLevel
- nextLevel
- prevLevel
- restartLevel

Exit
Class
↳ MonoBehaviour

Methods
- exitGame
- Start
- Update

BricksGenerator
Class
↳ MonoBehaviour

Fields
- levels
- simpleBrick

Methods
- generateLevel
- Start
- Update

SelectLevel
Class
↳ MonoBehaviour

Fields ⊞

Methods
- nextLevel
- prevLevel
- Start
- startLevel

Ball
Class
↳ MonoBehaviour

Fields
- audioSource
- impact
- lives
- speed
- startPosition

Methods
- hitFactor
- OnCollisionEnter2D
- OnTriggerEnter2D
- Start
- startMovement

GameOver
Class
↳ MonoBehaviour

Methods
- Start

Racket
Class
↳ MonoBehaviour

Fields
- expanded
- score
- speed
- speeded

Methods
- applyBonus
- expand
- FixedUpdate
- speedup

Bonus
Class
↳ MonoBehaviour

Fields
- expandBouns
- pointsBouns
- speed
- speedBouns
- type

Methods
- OnTriggerEnter2D
- setType
- startMovement

Nested Types ⊞

GoToMenu
Class
↳ MonoBehaviour

Methods
- Update

Score
Class
↳ MonoBehaviour

Fields
- playerScore
- pointsText
- text

Methods
- addPoints
- getScore
- printScore
- Start

StartGame
Class
↳ MonoBehaviour

Methods
- Start
- startLevel

Brick
Class
↳ MonoBehaviour

Fields
- bonus
- doubleHitSprite
- hitsToDestroy
- score
- singleHitSprite
- spriteRenderer
- trippleHitSprite
- type

Methods
- getPoints
- OnCollisionEnter2D
- setSprite
- setType
- spawnBonus

Nested Types ⊞

Lives
Class
↳ MonoBehaviour

Fields
- livesNum
- livesText
- text

Methods
- getLives
- printLives
- Start
- takeLive