




Légendes

 Setter

 Getter


 Event


MyClass


Caractères gras = la classe du même nom existe


MySingleton

Contour rouge = singleton

 Trigger

 Rigidbody

 Collision

 RayCast

```
graph TD
    GameManager[GameManager]
    UIManager[UIManager]
    Hud[Hud]
    SatelliteCamera[SatelliteCamera]
    CubeMove[CubeMove]
    Metronome[Metronome]
    Block[Block]
    BlockActive[BlockActive]
    ArrowBlock[ArrowBlock]
    ConveyorBlock[ConveyorBlock]
    SplitsBlock[SplitsBlock]
    StopBlock[StopBlock]
    TeleportBlock[TeleportBlock]
    EndBlock[EndBlock]
    Spawner[Spawner]
    DeathIndicator[DeathIndicator]
    EditorMode[EditorMode]
    RandomSkybox[RandomSkybox]
    ResumeAndRetryScreen[ResumeAndRetryScreen]
    Victory[Victory]
    GameOver[GameOver]
    PauseCard[PauseCard]
    OptionScreen[OptionScreen]
    CameraShake[CameraShake]
    Meteores[Meteores]

    GameManager -- "OnBuildGame();" --> UIManager
    GameManager -- "OnWinGame();" --> UIManager
    GameManager -- "OnStartingGame();" --> UIManager
    UIManager -- "StartLevel();" --> GameManager
    UIManager --> Hud
    Hud -- "OnChangeTimeScale();" --> GameManager
    Hud -- "OnPauseGame();" --> GameManager
    Hud -- "OnStartingGame();" --> GameManager
    Hud -- "OnDontMoveSlider();" --> SatelliteCamera
    Hud -- "OnMoveSlider();" --> SatelliteCamera
    SatelliteCamera -- "OnInventoryChange();" --> EditorMode
    SatelliteCamera -- "OnActiveCamera();" --> EditorMode
    EditorMode --> SatelliteCamera
    SatelliteCamera --> RandomSkybox
    RandomSkybox -- "OnBackHome();" --> ResumeAndRetryScreen
    ResumeAndRetryScreen -- "OnRetryGame();" --> UIManager
    ResumeAndRetryScreen -- "OnResumeGame();" --> UIManager
    ResumeAndRetryScreen --> Victory
    ResumeAndRetryScreen --> GameOver
    ResumeAndRetryScreen --> PauseCard
    UIManager --> OptionScreen
    OptionScreen --> UIManager
    GameManager -- "OnCreateCube();" --> Block
    Block --> TeleportBlock
    Block --> EndBlock
    Block --> Spawner
    BlockActive --> ArrowBlock
    BlockActive --> ConveyorBlock
    BlockActive --> SplitsBlock
    BlockActive --> StopBlock
    CameraShake -- "OnExplode();" --> Meteores
    Meteores --> CameraShake
    CubeMove -- "OnDeath();" --> DeathIndicator
    DeathIndicator -- "OnDeath();" --> GameManager
    CubeMove -- "OnFinish();" --> GameManager
    CubeMove -- "OnTick();" --> Metronome
    Metronome -- "OnUpdateTimeRatio(timeRatio);" --> GameManager
```

