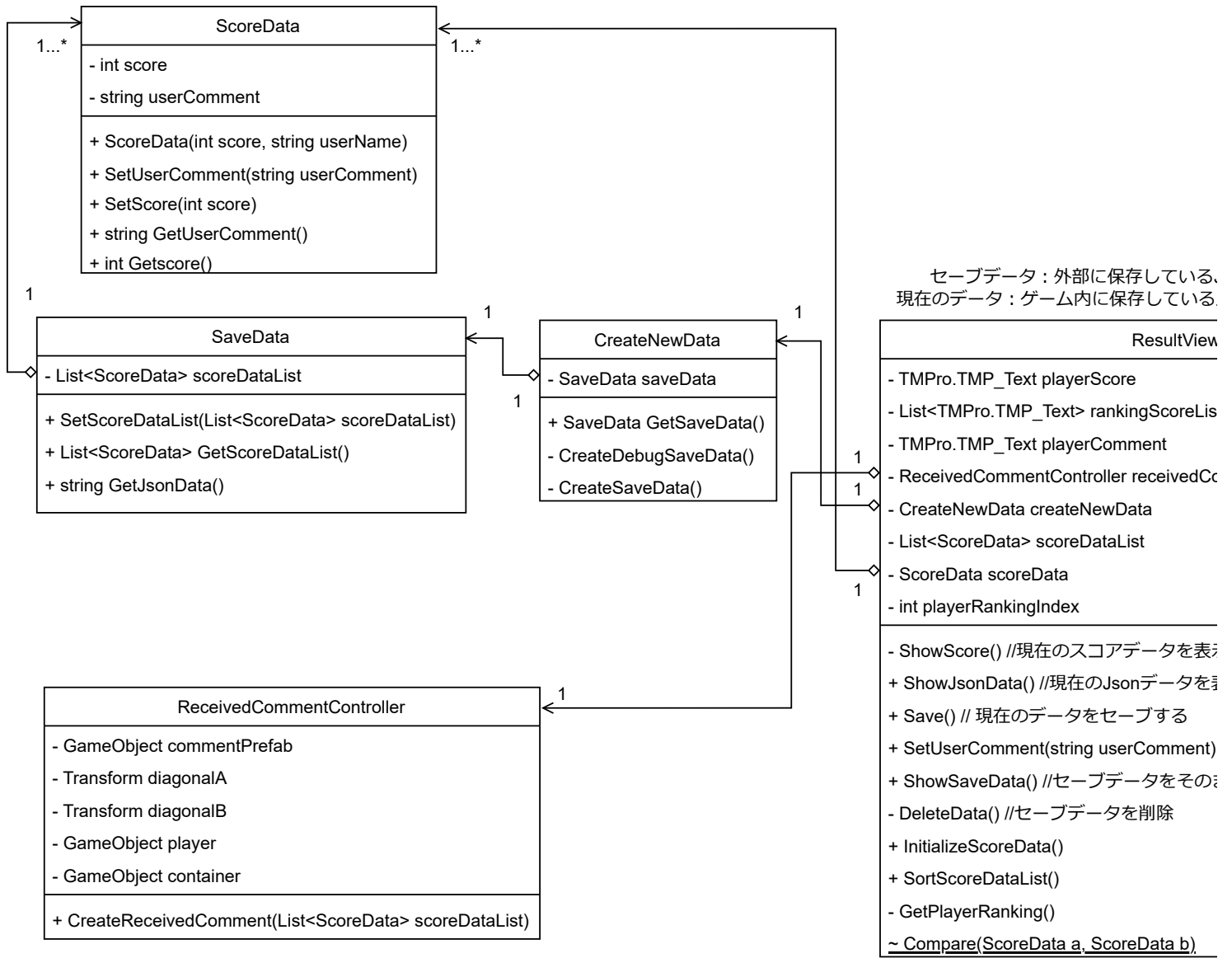
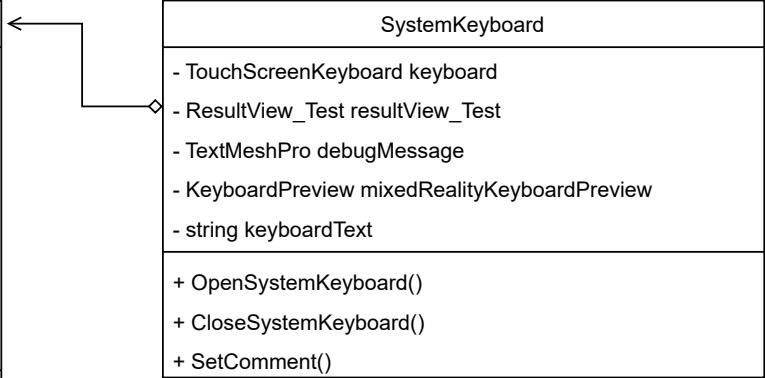
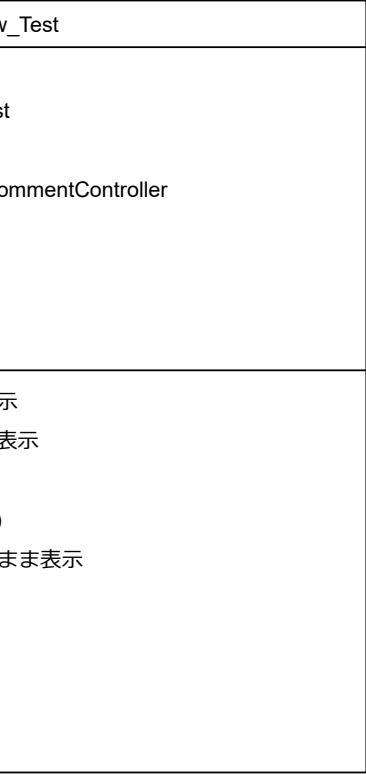


SceneOfMainScene
- int score
+ AddScore(int addScore) + GetScore() + FinishScore()



JsonData
スコアデータ



SceneController
+ ChangeToTargetScene(string targetSceneName)