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| ButtonManager <UI> |
| + PlaceTile placer  + ball Button  + laser Button  + jumpPad Button  + door Button  + ground Button |
| - Update(): void  - BallButton(): void  - LaserButton(): void  - JumpPadButton(): void  - DoorButton(): void  - TileButton(): void |

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| DoorScript <GameObject> |
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| - onCollisionEnter2D(collision): void |

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| ExitButton <UI> |
|  |
| + EndGame(): void |

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| FreeCamController <GameObject> |
| + tileManager PlaceTile  + canvas Canvas  + cam Camera  + freelookSpeed float  - isFreeLook bool  + pm PlayerMovement |
| - Start(): void  - Update(): void |

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| JumpPad <GameObject> |
| + bounceForce float  + multi float |
| - OnCollisionEnter2D(collision): void |

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| MonoBehaviour |
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| Laser <GameObject> |
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| - OnCollisionEnter2D(collision): void |

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| PlaceTile <GameObject> |
| + cam Camera  + map Tilemap  + ground TileBase  + groundPreview TileBase  + ballPrefab GameObject  + ballPrefab\_preview TileBase  + laserPrefab GameObject  + laserPrefab\_preview TileBase  + jumpPadPrefab GameObject  + jumpPadPrefab\_preview TileBase  + doorPrefab GameObject  + doorPrefab\_preview TileBase  + playerPrefab GameObject  + playerPrefab\_preview TileBase  - temp Vector3Int[]  - directions Vector2Int[]  + doTile bool  - currentPrefab GameObject  - currentPrefab\_preview TileBase |
| - Start(): void  - Update(): void  - PaintTile(worldPos): void  - PaintPrefab(worldPos, prefab, prefab\_preview): void  - ClearPreviews(worldPos): void  - Pause(): void  - Resume(): void  + SetCurrent(prefab, prefab\_preview): void |

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| PlayButton <UI> |
|  |
| + NextScene(): void |

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| PlayerMovement <GameObject> |
| + rb Rigidbody2D  + groundCheck Transform  + sr SpriteRenderer  + anim Animator  + moveSpeed float  + jumpForce float  + groundDistance float  + groundMask LayerMask  + moveMultiplier float  + jumpMultiplier float  + canMove bool  - movement Vector2 |
| - Update(): void  - FixedUpdate (): void  - Move(): void  - Jump(): void  - MyInput (): void  - CheckGround(): void |

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| Translate <GameObject> |
| + text Text |
| - TranslateMenu(input): string  - OnCollisionEnter2D(collision): void |