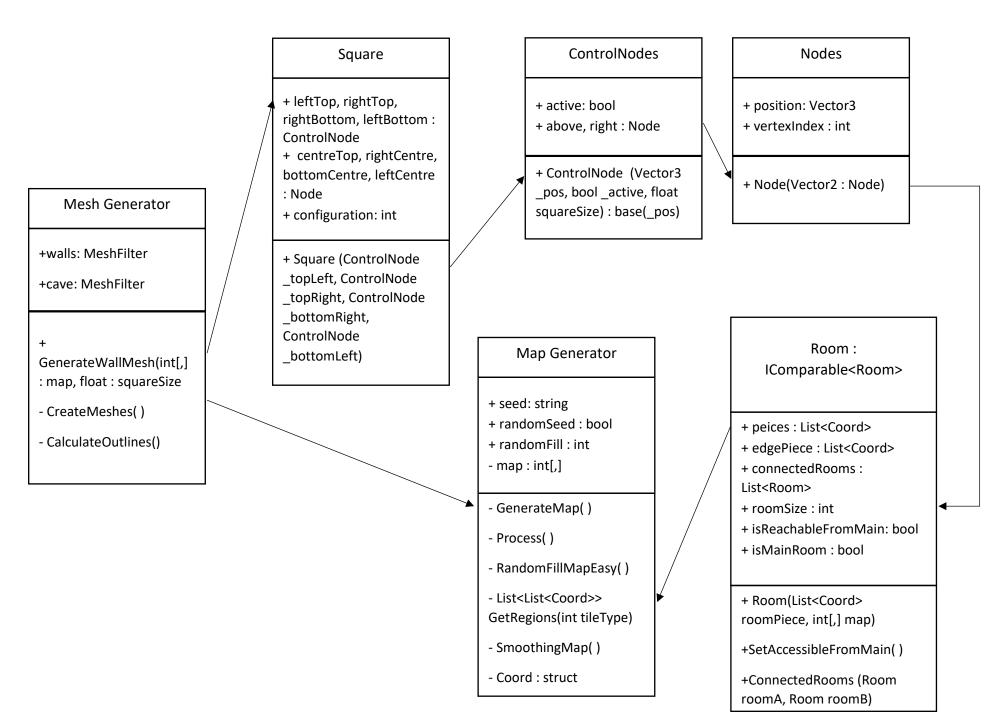
## Class diagram surrounding map spawning

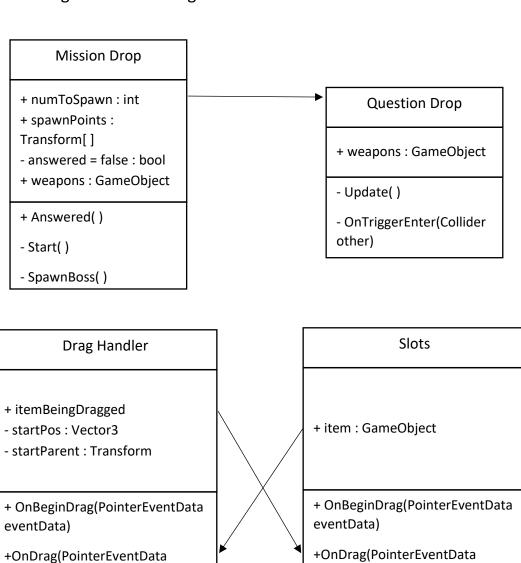


## Class Diagram surrounding canvas'

eventData)

eventData)

+ OnDragEnd(PointerEventData



eventData)

eventData)

+ OnDragEnd(PointerEventData

## **Drop Down**

- + myDropdown : Dropdown
- + continue : GameObject
- answer1, 2, 3, 4: bool
- Destroy()
- Start()
- + myDropdownValueChangedHandler()
- + SetDropdownIndex(int index)