## GameScore

+ ScoreLabel: Text
+ score: int

## TitleCntroller

+ GameStart()

## Trigger

+ B_obj: GameObject

+ OnCollisionEnter2D()

## Camera_object

− x_aspect: float
− y_aspect: float
− target_aspect: float
− window_aspect: float
− scale_height : float
− rect: Rect
− scale_width: float

− calcAspect()
− Awake()

## T_Scroll

+ ObjNumber: int = 1 ～ 99

　　　　　下記プロパティの

　　　　配列数に反映される

+ ObjHeight[]: float
+ ObjImage1[]: GameObject
+ ObjImage2[]: GameObject
+ ObjDepth[]: float
+ ScrollSpeed[]: float
+ ScrollDirection[]: int

− FuncSet()
− FuncScroll()

## Ball_move

+ distancePerFrame: float
+ paddlePostion: float
+ x_dir: int
+ y_dir: int
+ ball: GameObject
+ Block_obj[ , ] : GameObject
+ Point: int
+ AddPoint: int
+ Obj[]: GameObject

− OnCollisionEnter2D()

## Paddle_move

+ PanelFrame: float
+ mousePosition: Vector2
+ particle: GameObject
− position: Vector3
− screenToWorldPointPosition: Vector3
− MaXLeft: float
− MaXRight: float
− LeftWallWidth: float
− RightWallWidth: float
− Ziki: GameObject
− ZikiPosition: float
− RightWallPosittion: float
− LeftWallPosittion: float
− ZikiWidth: float
− tmpRightWall: GameObject
− tmpLeftWall: GameObject
− tmpTopWall: GameObject
− tmpZiki: GameObject