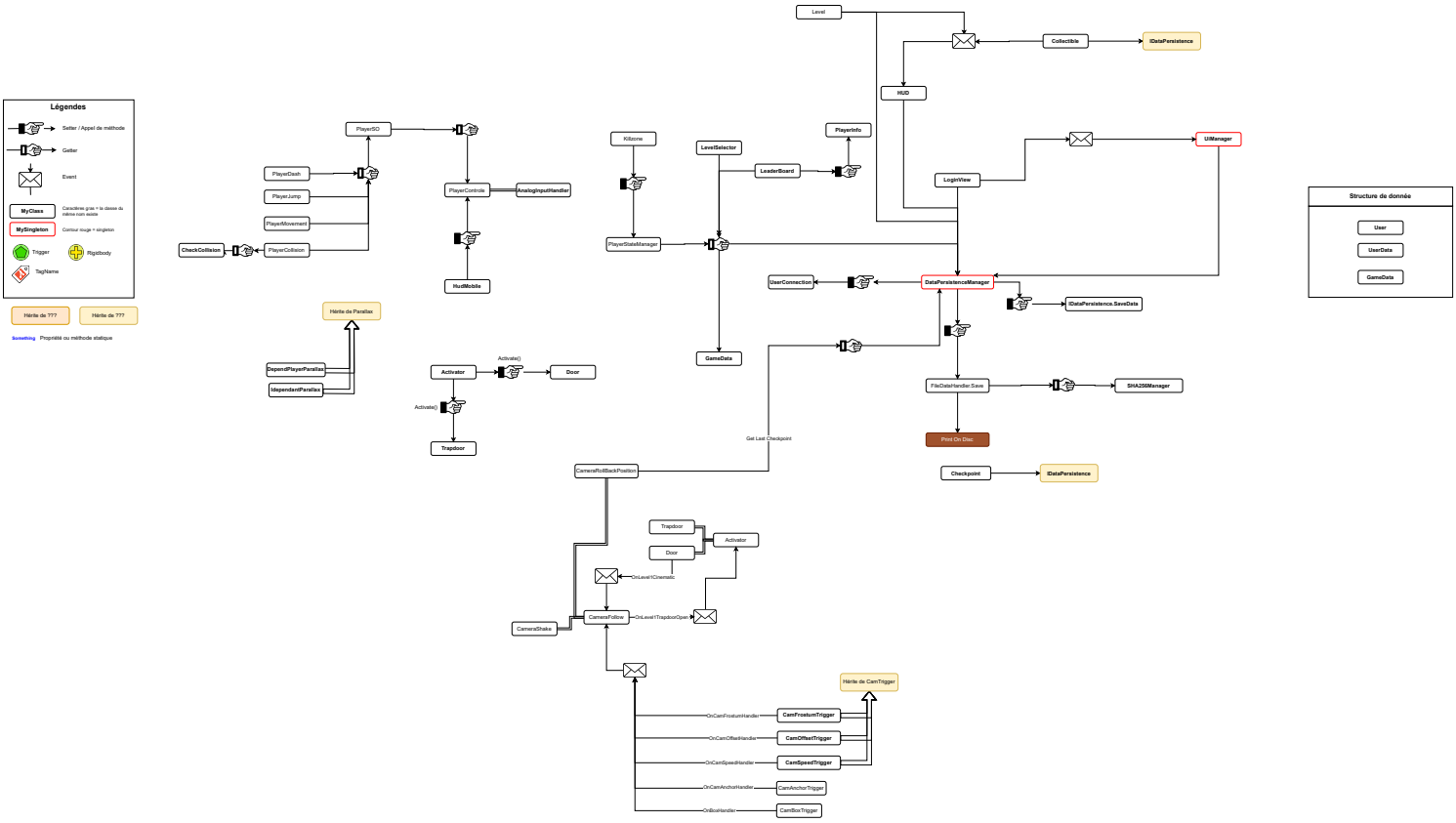
Légendes
Setter / Appel de méthode
Getter
Event
MyClass
Caractères gras = la classe du mêmes nom existe
MySingleton
Contour rouge = singleton
Trigger
Rigidbody
TagName
Hérite de ???
Hérite de ???
Something
Propriété ou méthode statique
Level
Collectible
IDataPersistence
HUD
PlayerSO
PlayerDash
PlayerJump
PlayerMovement
PlayerCollision
CheckCollision
PlayerControle
AnalogInputHandler
HudMobile
KillZone
PlayerStatsManager
LevelSelector
LeaderBoard
PlayerInfo
LoginView
UiManager
UserConnection
DataPersistenceManager
IDataPersistence.SaveData
GameData
FileDataHandler.Save
SHA256Manager
Print On Disc
Checkpoint
IDataPersistence
Hérite de Parallax
DependPlayerParallax
IdependantParallax
Activator
Activate()
Door
Activate()
Trapdoor
Get Last Checkpoint
CameraRollBackPosition
Trapdoor
Door
Activator
OnLevel1Cinematic
CamerasFollow
OnLevel1TrapdoorOpen
CamerasShake
Hérite de CamTrigger
OnCamFrostumHandler
CamFrostumTrigger
OnCamOffsetHandler
CamOffsetTrigger
OnCamSpeedHandler
CamSpeedTrigger
OnCamAnchorHandler
CamAnchorTrigger
OnBoxHandler
CamBoxTrigger
Structure de donnée
User
UserData
GameData