

## アタッチ対象一覧    ～Unity インспекター設定確認用～（Main シーン）

| オブジェクト名     | 種別    | 親オブジェクト  | スクリプト名            | public 変数名    | 型           | アサイン対象                                |
|-------------|-------|----------|-------------------|---------------|-------------|---------------------------------------|
| Player      | Scene |          | PlayerController  | audioSource   | AudioSource | Player (UnityEngine.AudioSource)      |
|             |       |          |                   | jump          | AudioClip   | Jump (UnityEngine.AudioClip)          |
|             |       |          |                   | attack        | AudioClip   | Attack (UnityEngine.AudioClip)        |
|             |       |          |                   | getItem       | AudioClip   | GetItem (UnityEngine.AudioClip)       |
|             |       |          |                   | timeLimitText | Text        | TimeLimitText (UnityEngine.UI.Text)   |
|             |       |          |                   | itemCountText | Text        | ItemCountText (UnityEngine.UI.Text)   |
|             |       |          |                   | gameManager   | GameManager | GameManager (GameManager)             |
|             |       |          |                   | moveSpeed     | float       | 3                                     |
|             |       |          |                   | jumpPower     | float       | 10                                    |
|             |       |          |                   | isGrounded    | bool        | False                                 |
|             |       |          |                   | timeLimit     | float       | 100                                   |
| Chicken     | Scene | Chickens | ChickenController | rigidbody2D   | Rigidbody2D | Chicken (UnityEngine.Rigidbody2D)     |
|             |       |          |                   | animator      | Animator    | Chicken (UnityEngine.Animator)        |
|             |       |          |                   | moveSpeed     | float       | -1.5                                  |
| Chicken (1) | Scene | Chickens | ChickenController | rigidbody2D   | Rigidbody2D | Chicken (1) (UnityEngine.Rigidbody2D) |
|             |       |          |                   | animator      | Animator    | Chicken (1) (UnityEngine.Animator)    |
|             |       |          |                   | moveSpeed     | float       | -1.5                                  |
| Chicken (2) | Scene | Chickens | ChickenController | rigidbody2D   | Rigidbody2D | Chicken (2) (UnityEngine.Rigidbody2D) |
|             |       |          |                   | animator      | Animator    | Chicken (2) (UnityEngine.Animator)    |
|             |       |          |                   | moveSpeed     | float       | -1.5                                  |
| Chicken (3) | Scene | Chickens | ChickenController | rigidbody2D   | Rigidbody2D | Chicken (3) (UnityEngine.Rigidbody2D) |
|             |       |          |                   | animator      | Animator    | Chicken (3) (UnityEngine.Animator)    |
|             |       |          |                   | moveSpeed     | float       | -1.5                                  |
| Chicken (4) | Scene | Chickens | ChickenController | rigidbody2D   | Rigidbody2D | Chicken (4) (UnityEngine.Rigidbody2D) |
|             |       |          |                   | animator      | Animator    | Chicken (4) (UnityEngine.Animator)    |
|             |       |          |                   | moveSpeed     | float       | -1.5                                  |
| GameManager | Scene |          | GameManager       | audioSource   | AudioSource | GameManager (UnityEngine.AudioSource) |
|             |       |          |                   | gameClearBgm  | AudioClip   | GameClear (UnityEngine.AudioClip)     |
|             |       |          |                   | gameOverBgm   | AudioClip   | GameOver (UnityEngine.AudioClip)      |

|         |        |      |                   |                |             |                                         |
|---------|--------|------|-------------------|----------------|-------------|-----------------------------------------|
|         |        |      |                   | gameOverPanel  | GameObject  | GameOverPanel (UnityEngine.GameObject)  |
|         |        |      |                   | gameClearPanel | GameObject  | GameClearPanel (UnityEngine.GameObject) |
|         |        |      |                   | buttons        | GameObject  | Buttons (UnityEngine.GameObject)        |
| Bee     | Scene  | Bees | BeeController     | rigidbody2D    | Rigidbody2D | Bee (UnityEngine.Rigidbody2D)           |
|         |        |      |                   | moveSpeed      | float       | 1                                       |
|         |        |      |                   | interval       | float       | 1.5                                     |
| Bee (1) | Scene  | Bees | BeeController     | rigidbody2D    | Rigidbody2D | Bee (1) (UnityEngine.Rigidbody2D)       |
|         |        |      |                   | moveSpeed      | float       | 1                                       |
|         |        |      |                   | interval       | float       | 2                                       |
| Bee (2) | Scene  | Bees | BeeController     | rigidbody2D    | Rigidbody2D | Bee (2) (UnityEngine.Rigidbody2D)       |
|         |        |      |                   | moveSpeed      | float       | 1                                       |
|         |        |      |                   | interval       | float       | 1.5                                     |
| Bee (3) | Scene  | Bees | BeeController     | rigidbody2D    | Rigidbody2D | Bee (3) (UnityEngine.Rigidbody2D)       |
|         |        |      |                   | moveSpeed      | float       | 1                                       |
|         |        |      |                   | interval       | float       | 2                                       |
| Bee     | Prefab |      | BeeController     | rigidbody2D    | Rigidbody2D | Bee (UnityEngine.Rigidbody2D)           |
|         |        |      |                   | moveSpeed      | float       | 1                                       |
|         |        |      |                   | interval       | float       | 1.5                                     |
| Chicken | Prefab |      | ChickenController | rigidbody2D    | Rigidbody2D | Chicken (UnityEngine.Rigidbody2D)       |
|         |        |      |                   | animator       | Animator    | Chicken (UnityEngine.Animator)          |
|         |        |      |                   | moveSpeed      | float       | -1.5                                    |

## アタッチ対象一覧    ～Unity インспекター設定確認用～（Title シーン）

| オブジェクト名      | 種別    | 親オブジェクト | スクリプト名       | public 変数名  | 型           | アサイン対象                                 |
|--------------|-------|---------|--------------|-------------|-------------|----------------------------------------|
| TitleManager | Scene |         | TitleManager | audioSource | AudioSource | TitleManager (UnityEngine.AudioSource) |
|              |       |         |              | exitPanel   | GameObject  | ExitPanel (UnityEngine.GameObject)     |
|              |       |         |              | fadeOutTime | float       | 5                                      |
|              |       |         |              | startVol    | float       | 0                                      |