

コンポーネント一覧（Main シーン・オブジェクト）

オブジェクト名（階層表示）	親オブジェクト	タグ	レイヤー	アタッチされているコンポーネント
Main Camera		MainCamera	Default	Transform / Camera / AudioListener
Player		Untagged	Default	Transform / SpriteRenderer / PlayerController / Rigidbody2D / BoxCollider2D / Animator / AudioSource
GroundChecker	Player	Untagged	GroundChecker	Transform / SpriteRenderer / BoxCollider2D
Grid		Untagged	Default	Transform / Grid
Stage	Grid	Stage	Stage	Transform / Tilemap / TilemapRenderer / TilemapCollider2D / Rigidbody2D / CompositeCollider2D / PlatformEffector2D
Wall	Grid	Wall	Stage	Transform / Tilemap / TilemapRenderer / TilemapCollider2D / Rigidbody2D / CompositeCollider2D
Goal		Untagged	Default	Transform / SpriteRenderer / Animator / BoxCollider2D
GameOverArea		Trap	Default	Transform / BoxCollider2D
Spikes		Untagged	Default	Transform ※インスタンス化されたオブジェクト（Spike(n)を下層に保持）
Items		Untagged	Default	Transform ※インスタンス化されたオブジェクト（Item(n)を下層に保持）
Chickens		Untagged	Default	Transform ※インスタンス化されたオブジェクト（Chicken (n)を下層に保持）
Background		Untagged	Default	Transform / SpriteRenderer
Canvas		Untagged	UI	RectTransform / Canvas / CanvasScaler / GraphicRaycaster
GameOverPanel	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Image
GameOverText	GameOverPanel	Untagged	UI	RectTransform / CanvasRenderer / Text
GameClearPanel	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Image
GameClearText	GameClearPanel	Untagged	UI	RectTransform / CanvasRenderer / Text
Buttons	Canvas	Untagged	UI	RectTransform
ReplayButton	Buttons	Untagged	UI	RectTransform / CanvasRenderer / Image / Button
Text	ReplayButton	Untagged	UI	RectTransform / CanvasRenderer / Text

TitleButton	Buttons	Untagged	UI	RectTransform / CanvasRenderer / Image / Button
Text	TitleButton	Untagged	UI	RectTransform / CanvasRenderer / Text
TopPanel	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Image
TimePanel	TopPanel	Untagged	UI	RectTransform / CanvasRenderer
TimeText	TimePanel	Untagged	UI	RectTransform / CanvasRenderer / Text
TimeLimitText	TimePanel	Untagged	UI	RectTransform / CanvasRenderer / Text
ItemPanel	TopPanel	Untagged	UI	RectTransform / CanvasRenderer
ItemCountText	ItemPanel	Untagged	UI	RectTransform / CanvasRenderer / Text
ItemImage	ItemPanel	Untagged	UI	RectTransform / CanvasRenderer / Image
EventSystem		Untagged	Default	Transform / EventSystem / StandaloneInputModule
GameManager		Untagged	Default	Transform / GameManager / AudioSource
Bees		Untagged	Default	Transform ※インスタンス化されたオブジェクト（Bee (n)を下層に保持）

コンポーネント一覧（Main シーン・プレファブ）

オブジェクト名（階層表示）	親オブジェクト	タグ	レイヤー	アタッチされているコンポーネント
Background		Untagged	Default	Transform / SpriteRenderer
Bee		Trap	Default	Transform / BeeController / SpriteRenderer / Animator / CapsuleCollider2D / Rigidbody2D
Chicken		Chicken	Default	Transform / ChickenController / SpriteRenderer / Animator / Rigidbody2D / CapsuleCollider2D
GroundChecker	Chicken	Untagged	GroundChecker	Transform / SpriteRenderer / CircleCollider2D
Item		Item	Default	Transform / SpriteRenderer / Animator / CircleCollider2D
Spike		Trap	Default	Transform / SpriteRenderer / BoxCollider2D
StagePalette		Untagged		Transform / Grid
Layer1	StagePalette	Untagged		Transform / Tilemap / TilemapRenderer
Default		Untagged		Transform / Grid
Layer1	Default	Untagged		Transform / Tilemap / TilemapRenderer
Cube		Untagged	Default	Transform / MeshFilter / MeshRenderer

コンポーネント一覧（Title シーン・オブジェクト）

オブジェクト名（階層表示）	親オブジェクト	タグ	レイヤー	アタッチされているコンポーネント
Main Camera		MainCamera	Default	Transform / Camera / AudioListener
Canvas		Untagged	UI	RectTransform / Canvas / CanvasScaler / GraphicRaycaster
Text	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Text / Shadow
Buttons	Canvas	Untagged	UI	RectTransform
PlayButton	Buttons	Untagged	UI	RectTransform / CanvasRenderer / Image / Button
Text	PlayButton	Untagged	UI	RectTransform / CanvasRenderer / Text
ExitButton	Buttons	Untagged	UI	RectTransform / CanvasRenderer / Image / Button
Text	ExitButton	Untagged	UI	RectTransform / CanvasRenderer / Text
ExitPanel	Canvas	Untagged	UI	RectTransform / CanvasRenderer / Image / Outline
ThankYouText	ExitPanel	Untagged	UI	RectTransform / CanvasRenderer / Text
MusicByText	ExitPanel	Untagged	UI	RectTransform / CanvasRenderer / Text
MadeByText	ExitPanel	Untagged	UI	RectTransform / CanvasRenderer / Text
EventSystem		Untagged	Default	Transform / EventSystem / StandaloneInputModule
Background		Untagged	Default	Transform / SpriteRenderer
Player		Untagged	Default	Transform / SpriteRenderer / Animator
TitleManager		Untagged	Default	Transform / TitleManager / AudioSource