

ヒエラルキー構成図

Main シーン構成

- └ Main Camera
- └ Player (PlayerController.cs : 移動・ジャンプ・衝突・アニメーション制御)
 - | └ GroundChecker
- └ Grid
 - | └ Stage
 - | └ Wall
- └ Goal
- └ GameOverArea
- └ Spikes
 - | └ Spike
 - | └ Spike (1)
 - | └ Spike (2)
 - | └ Spike (3)
 - | └ Spike (4)
 - | └ Spike (5)
 - | └ Spike (6)
 - | └ Spike (7)
- └ Items
 - | └ Item
 - | └ Item (1)
 - | └ Item (2)
 - | └ Item (3)
 - | └ Item (4)
- └ Chickens
 - | └ Chicken (1) (ChickenController.cs : 自動移動・衝突反転・踏まれたら破壊)
 - | | └ GroundChecker
 - | └ Chicken (ChickenController.cs : 同上)
 - | | └ GroundChecker
 - | └ Chicken (2) (ChickenController.cs : 同上)
 - | | └ GroundChecker
 - | └ Chicken (1) (ChickenController.cs : 同上)
 - | | └ GroundChecker
 - | └ Chicken (ChickenController.cs : 同上)
 - | | └ GroundChecker
- └ Background

- └ Canvas (CanvasScaler, GraphicRaycaster)
 - | └ GameOverPanel (Image)
 - | | └ GameOverText (Text)
 - | └ GameClearPanel (Image)
 - | | └ GameClearText (Text)
 - | └ Buttons
 - | | └ ReplayButton (Image, Button)
 - | | | └ Text (Text)
 - | | └ TitleButton (Image, Button)
 - | | | └ Text (Text)
 - | └ TopPanel (Image)
 - | | └ TimePanel
 - | | | └ TimeText (Text)
 - | | | └ TimeLimitText (Text)
 - | | └ ItemPanel
 - | | | └ ItemCountText (Text)
 - | | | └ ItemImage (Image)
- └ EventSystem (EventSystem, StandaloneInputModule)
- └ GameManager (GameManager.cs : UI 表示・SE 再生・ゲーム演出制御・シーン遷移)
- └ Bees
 - | └ Bee (3) (BeeController.cs : 上下移動・一定間隔で反転)
 - | └ Bee (2) (BeeController.cs : 同上)
 - | └ Bee (1) (BeeController.cs : 同上)
 - | └ Bee (BeeController.cs : 同上)

Title シーン構成

- └ Main Camera
- └ Canvas (CanvasScaler, GraphicRaycaster)
 - | └ Text (Text, Shadow)
 - | └ Buttons
 - | | └ PlayButton (Image, Button)
 - | | | └ Text (Text)
 - | | └ ExitButton (Image, Button)
 - | | | └ Text (Text)
 - | └ ExitPanel (Image, Outline)
 - | | └ ThankYouText (Text)
 - | | └ MusicByText (Text)
 - | | └ MadeByText (Text)
- └ EventSystem (EventSystem, StandaloneInputModule)
- └ Background
- └ Player
- └ TitleManager (TitleManager.cs : タイトル UI 操作・終了処理・音量フェード・Main シーン遷移)

プレファブ構成

【Background】 (Assets/Prefabs/Background.prefab)

└─ Background

【Bee】 (Assets/Prefabs/Bee.prefab)

└─ Bee (BeeController.cs : 上下移動・一定間隔で反転)

【Chicken】 (Assets/Prefabs/Chicken.prefab)

└─ Chicken (ChickenController.cs : 自動移動・衝突反転・踏まれたら破壊)

| └─ GroundChecker

【Item】 (Assets/Prefabs/Item.prefab)

└─ Item

【Spike】 (Assets/Prefabs/Spike.prefab)

└─ Spike