

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	cameraView	Transform	CameraView (UnityEngine.Transform)
				rbody	Rigidbody	Player (UnityEngine.Rigidbody)
				moveSpeed	float	3
				jumpPower	float	5
				isGrounded	bool	False
				hitEffect	GameObject	HitEffect (UnityEngine.GameObject)
				enemyHitEffect	GameObject	EnemyHitEffect (UnityEngine.GameObject)
				maxHp	int	100
				playerHpSlider	Slider	PlayerHpSlider (UnityEngine.UI.Slider)
				damagePanel	CanvasGroup	DamagePanel (UnityEngine.CanvasGroup)
				gameManager	GameManager	GameManager (GameManager)
				audioSource	AudioSource	Player (UnityEngine.AudioSource)
				gunShot	AudioClip	Gunshot (UnityEngine.AudioClip)
EnemyGenerator	Scene		EnemyGenerator	enemy1	GameObject	Enemy1 (UnityEngine.GameObject)
				enemy2	GameObject	Enemy2 (UnityEngine.GameObject)
				bossEnemy	GameObject	BossEnemy (UnityEngine.GameObject)
GameManager	Scene		GameManager	isPlaying	bool	False
				playerController	PlayerController	Player (PlayerController)

				enemyGenerator	EnemyGenerator	EnemyGenerator (EnemyGenerator)
				gameOverText	GameObject	GameOverText (UnityEngine.GameObject)
				gameClearText	GameObject	GameClearText (UnityEngine.GameObject)
				replayButton	GameObject	ReplayButton (UnityEngine.GameObject)
				titleButton	GameObject	TitleButton (UnityEngine.GameObject)
				scoreText	Text	ScoreText (UnityEngine.UI.Text)
				audioSource	AudioSource	GameManager (UnityEngine.AudioSource)
				gameClearSE	AudioClip	GameClearSE (UnityEngine.AudioClip)
				gameOverSE	AudioClip	GameOverSE (UnityEngine.AudioClip)
BossBullet	Prefab		Bullet	rbody	Rigidbody	BossBullet (UnityEngine.Rigidbody)
				bulletSpeed	float	5
				bulletAttackPower	int	10
BossEnemy	Prefab		BossEnemy	maxHp	int	20
				enemyDeathEffect	GameObject	EnemyDeathEffect (UnityEngine.GameObject)
				hpSlider	Slider	HpSlider (UnityEngine.UI.Slider)
				bullet	GameObject	BossBullet (UnityEngine.GameObject)
				moveSpeed	float	0
				attackPower	int	10
				enemyScore	int	10000
				audioSource	AudioSource	BossEnemy (UnityEngine.AudioSource)
				enemyAttack	AudioClip	EnemyAttack (UnityEngine.AudioClip)
Body	Prefab	BossEnemy	RotateZ	rotSpeedZ	float	2.5
Bullet	Prefab		Bullet	rbody	Rigidbody	Bullet (UnityEngine.Rigidbody)

				bulletSpeed	float	5
				bulletAttackPower	int	1
Bullet2	Prefab		Bullet	rbody	Rigidbody	Bullet2 (UnityEngine.Rigidbody)
				bulletSpeed	float	5
				bulletAttackPower	int	5
Enemy1	Prefab		Enemy	maxHp	int	5
				enemyDeathEffect	GameObject	EnemyDeathEffect (UnityEngine.GameObject)
				hpSlider	Slider	HpSlider (UnityEngine.UI.Slider)
				bullet	GameObject	Bullet (UnityEngine.GameObject)
				moveSpeed	float	2
				attackPower	int	1
				enemyScore	int	500
				audioSource	AudioSource	Enemy1 (UnityEngine.AudioSource)
				enemyAttack	AudioClip	EnemyAttack (UnityEngine.AudioClip)
Body	Prefab	Enemy1	RotateZ	rotSpeedZ	float	2.5
Enemy2	Prefab		Enemy2	maxHp	int	5
				enemyDeathEffect	GameObject	EnemyDeathEffect (UnityEngine.GameObject)
				hpSlider	Slider	HpSlider (UnityEngine.UI.Slider)
				bullet	GameObject	Bullet2 (UnityEngine.GameObject)
				moveSpeed	float	2
				attackPower	int	20
				enemyScore	int	1000
				audioSource	AudioSource	Enemy2 (UnityEngine.AudioSource)

				enemyAttack	AudioClip	EnemyAttack (UnityEngine.AudioClip)
Body	Prefab	Enemy2	RotateZ	rotSpeedZ	float	1