

ヒエラルキー構成図

Main シーン構成

- └ Main Camera
- └ Directional Light
- └ Player (PlayerController.cs : プレイヤーの移動／視点／射撃／被弾と演出)
 - └ Face
 - └ CameraView
 - └ Gun
 - └ Gun (1)
 - └ GroundChecker
- └ Canvas (CanvasScaler, GraphicRaycaster)
 - └ Reticle (Image)
 - └ PlayerHpSlider (Slider)
 - └ Background (Image)
 - └ Fill Area
 - └ Fill (Image)
 - └ ScoreBack (Image)
 - └ ScoreText (Text)
 - └ DamagePanel (Image)
 - └ GameOverText (Text, Outline, Outline, Outline)
 - └ GameClearText (Text, Outline, Outline, Outline)
 - └ ReplayButton (Image, Button)
 - └ Text (Text)
 - └ TitleButton (Image, Button)
 - └ Text (Text)
- └ EventSystem (EventSystem, StandaloneInputModule)
- └ Stage
- └ Walls
 - └ Wall1
 - └ Wall2
 - └ Wall3
 - └ Wall4
- └ EnemyGenerator (EnemyGenerator.cs : 敵のスポンサイクル管理 (ボス出現条件含む))
- └ GameManager (GameManager.cs : 全体の状態・スコア・UI・シーン制御の中枢)

Title シーン構成

- └ Main Camera
- └ Directional Light
- └ Canvas (CanvasScaler, GraphicRaycaster)
 - └ TitleText (Text, Shadow)
 - └ PlayButton (Image, Button)
 - └ Text (Text)
 - └ ExitButton (Image, Button)
 - └ Text (Text)
 - └ CreditText (Text, Shadow)
- └ EventSystem (EventSystem, StandaloneInputModule)
- └ Particle System
- └ TitleManager (TitleManager.cs : タイトルからの遷移・終了)

プレファブ構成

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

└─ BossBullet (Bullet.cs : 弾の移動・寿命・衝突ダメージ)

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

└─ BossEnemy (BossEnemy.cs : 追尾・攻撃・HP・撃破処理)

└─ Canvas (CanvasScaler, GraphicRaycaster)

└─ HpSlider (Slider)

└─ Background (Image)

└─ Fill Area

└─ Fill (Image)

└─ Body (RotateZ : ビジュアルのみの回転エフェクト)

└─ WeakPoint

└─ Capsule

└─ Capsule (1)

└─ Capsule (2)

└─ Capsule (3)

└─ Capsule (4)

└─ Capsule (5)

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

└─ Bullet (Bullet.cs : 弾の移動・寿命・衝突ダメージ)

【Bullet2】 (Assets/Prefabs/Bullet2.prefab)

└─ Bullet2 (Bullet.cs : 弾の移動・寿命・衝突ダメージ)

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

└─ EnemyDeathEffect

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

└─ EnemyHitEffect

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

└─ HitEffect

【Enemy1】 (Assets/Prefabs/Enemy1.prefab)

- └ Enemy1 (Enemy.cs : 追尾・攻撃・HP・撃破処理)
 - └ Canvas (CanvasScaler, GraphicRaycaster)
 - └ HpSlider (Slider)
 - └ Background (Image)
 - └ Fill Area
 - └ Fill (Image)
- └ Body (RotateZ : ビジュアルのみの回転エフェクト)
 - └ Capsule
 - └ Capsule (1)
 - └ Capsule (2)

【Enemy2】 (Assets/Prefabs/Enemy2.prefab)

- └ Enemy2 (Enemy2.cs : 追尾・攻撃・HP・撃破処理)
 - └ Canvas (CanvasScaler, GraphicRaycaster)
 - └ HpSlider (Slider)
 - └ Background (Image)
 - └ Fill Area
 - └ Fill (Image)
 - └ Body (RotateZ.cs : ビジュアルのみの回転エフェクト)
 - └ Cylinder
 - └ Cylinder (1)
 - └ Cylinder (2)
 - └ Sphere