


```

// 
public class BallDestroy : MonoBehaviour
{
    // BallShooter
    [SerializeField]
    private BallShooter ballShooter;

    // GameManager
    [SerializeField]
    private GameManager gameManager;

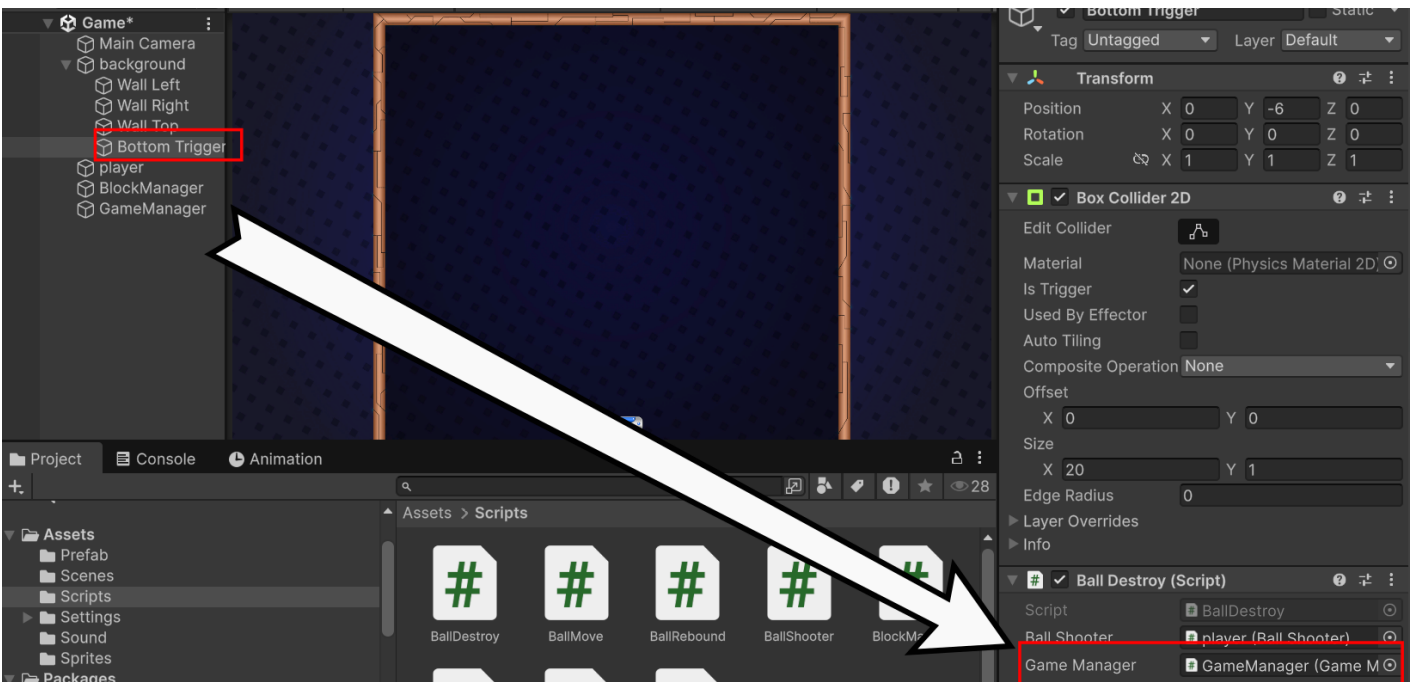
    // 
    private void OnTriggerEnter2D(Collider2D other)
    {
        // 
        Destroy(other.gameObject);

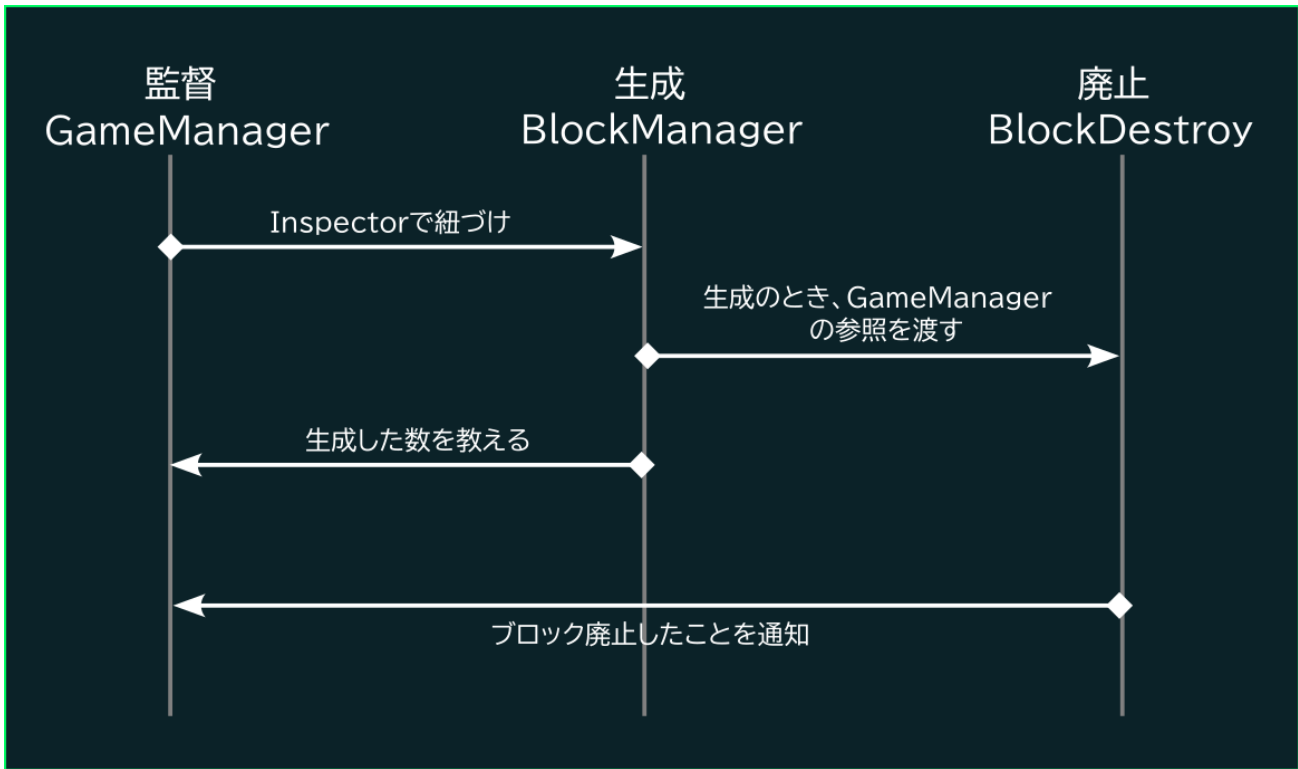
        // 
        ballShooter.BallDestroyed();
        gameManager.BallDestroyed();
    }
}

```

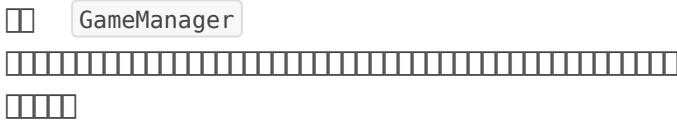


BallDestroy





GameManager



```

// 監督
public class GameManager : MonoBehaviour
{
    // Inspector
    [SerializeField]
    private BallShooter ballShooter;

    // 生命数
    private int _lives;

    // ブロック数
    private int _blockCount;

    // Start() と BallDestroyed() の実装

    // ブロック数を設定
    public void SetBlockCount(int count)
  
```


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