

• [] ShootWeapon

- CPU
 - []
 - []

• [] HPGauge

- [] HP
 - []
 - []

• [] FollowPlayer

- []
- []

• [] Item

- []

• [] ItemCollect

- [] Item
 - []

• [] Inventory

- []
- []

• [] ItemBuy

- [] Item
 - []
 - []

[]

?????

[]

1. []
2. []
3. []

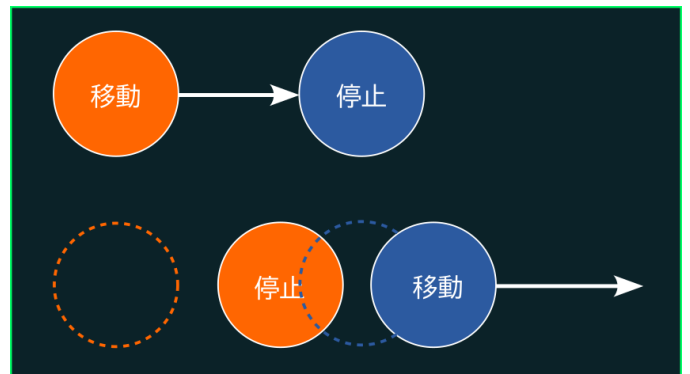
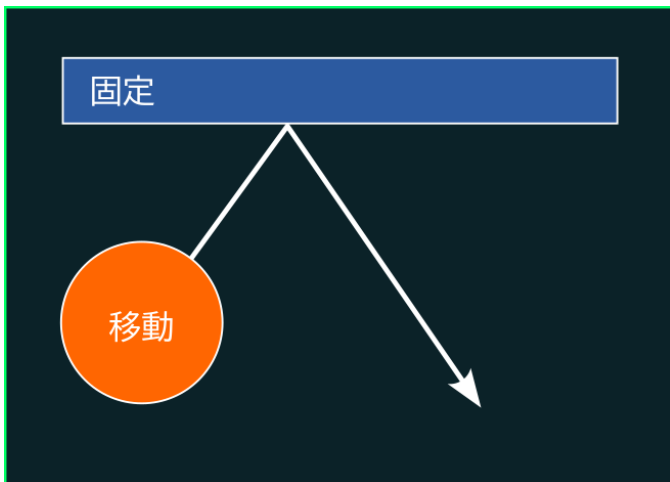
1. ??????????

[]

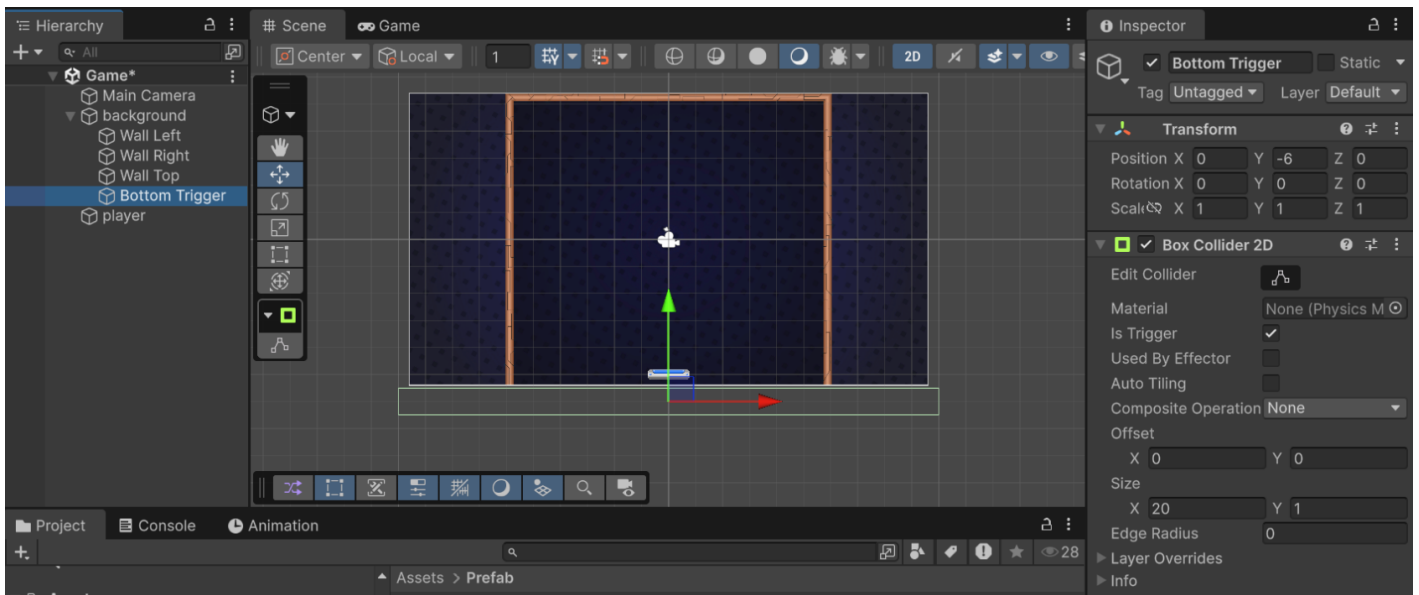
[]

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Is Trigger



BallDestroy

```
using UnityEngine;

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

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

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

BallShooter

BallDestroyed

```

using UnityEngine;

// 球の数を管理する変数
public class BallShooter : MonoBehaviour
{
    // 球の数を管理する変数

    // 球の数を管理する変数
    // 球の数を管理する変数public
    public void BallDestroyed()
    {
        // 球の数を管理する変数
        if (_ballCounter > 0)
        {
            // 球の数を管理する変数
            _ballCounter--;
        }
    }

    void Update()
    {
        // 球の数を管理する変数
    }
}

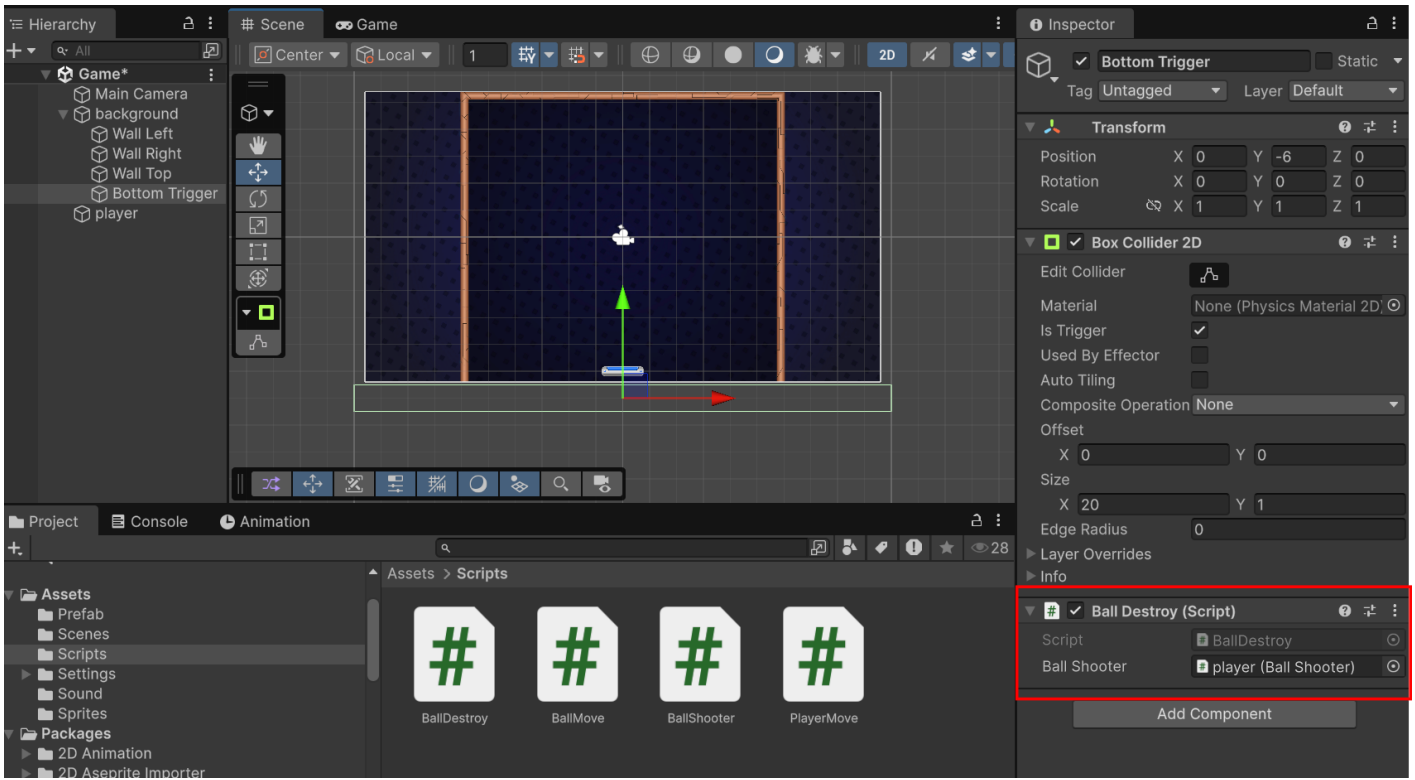
```

BallShooter

BallDestroy

Inspector

Inspector



Revision #3

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