

UI???



Canvas

Canvas???



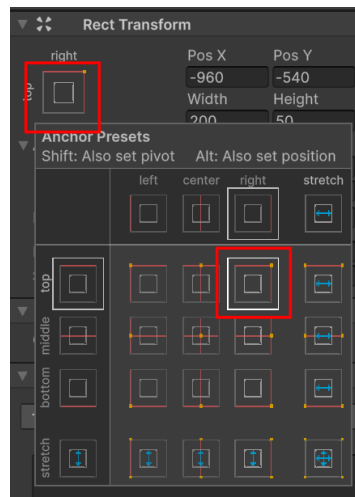
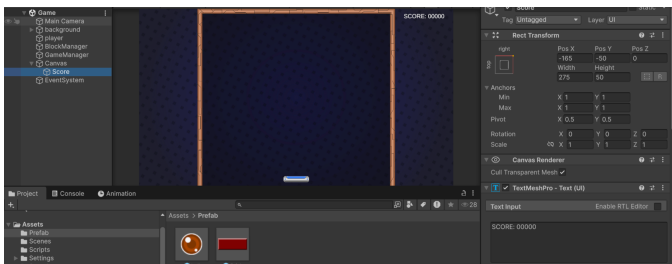
???



TextMeshPro



SCORE: 00000



??




```

        scoreText.text = $"SCORE: {score}";
    }
}

```

GameManager

100

BlockDestroyed

GameManager

```

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

    // Lives
    private int _lives;

    // BlockCount
    private int _blockCount;

    // Score
    private int _score;

    // Start
}

```

BlockDestroyed

```

// BlockDestroyed
public void BlockDestroyed()
{
    // 100 points
    _score += 100;

    _blockCount--;
    if (_blockCount == 0)
    {
        // Game Over
    }
}

```

```

        Debug.Log("!!!!!!!!");
        ballShooter.enabled = false;
    }
}

```

UIManager???

!!!!!!!!!!!!
UIManager
!!!!!!!!!!!!!!!!!!!!!!!!!!!!
GameManager
UIManager
!!!!!!!!!!!!

```

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

    // !!!!!!!!!!!!!!!!!!!!!
    [SerializeField]
    private UIManager uiManager;

    // !!!!!
}

```

!!!!!!!!!!!!
UI!!!!
UIManager
!!!

```

// !!!!!!!!!!!!!!!!!!!!!
public void BlockDestroyed()
{
    // 100!!!!
    _score += 100;

    // UI!!!!
    uiManager.SetScore(_score);

    // !!!!!
}

```

Unity???

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Unity
!!!!!!!!!!!!
UIManager
UI
!!!!!!!!!!!!
Canvas
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TextMeshPro
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