Melee Attack Behavior

Descripción

Files: CGFMeleeAttackBehavior.cs

Path: "CGF/Systems/Actions/Attack"

Description

Responsible for providing and managing the characteristics of a simplified melee attack.

Reference

No public or serialized members detected.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.