Authentication Manager

### Descripción

**Files:** CGFAuthenticationManager.cs

**Path:** "CGF/Systems/Authentication"

# Description

Manager used to handle user authentication in the game.

# Reference

- **Auth Client** – Authentication client used to perform authentication requests.
- **Auto Login On Start** – If true, the manager tries to log in automatically on start using stored credentials.
- **Credentials Storage** – Storage controller used to persist and load credentials.

# 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.