

Death Behavior

Descripción

Files: [CGFDeathBehavior.cs](#)

Path: "CGF/Systems/Death"

Description

Responsible for providing and managing the characteristics of a death behavior, such as special effects and sounds.

Reference

- **Audio Effect** – Death audio clips. See [Common Features / Audio Effect](#).
- **Object Drop List** – Instantiation of the `CGFObjectDropBehavior` class.
 - **Instantiate Type** – Specifies the instantiation type See [Common Features / Instantiate Type](#).
 - **Special Effects** – List of data objects (`ElementsInstantiatorClass`) used to determine how elements of type `GameObject` will be instantiated. See [Common Features / Special Effects](#).
- **Special Effect List** – Instantiation of the `CGFVFXInstantiatorClass` class. See [Common Features / Special Effect List](#).

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.