Tile Behavior

Descripción

Files: CGFTileBehavior.cs

Path: "CGF/Systems/Grid"

Description

Parent Tile behavior. Gives each tile a coordinate in the grid and an order.

Reference

- **Coordenates** – Grid coordinate where the tile is located.
- **Order** – Value received by the tile from the grid, indicating the order in which it was instantiated.
- **Tile Value** – Random value given to the tile by the grid it belongs to.

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.