Level Behavior

Descripción

Files: CGFLevelBehavior.cs

Path: "CGF/Systems/Level"

Description

Manages level information between scenes.

Reference

- **Level** – Runtime value used by this component to configure level.
  - **Completed** – Enables or disables level completion.
  - **Defeat Value** – Numeric setting used for defeat Value.
  - **Defeated** – Enables or disables level defeat.
  - **Disabled** – Enables or disables level accessibility.
  - **ID** – Text used to identify or display ID.
  - **Levels To Unlock** – Number of levels to unlock when completing the current level.
  - **Max Medals** – Maximum medals for the level.
  - **Next Level** – Next level identifier.
  - **Previous Level** – Previous level identifier.
  - **Rewards List** – Rewards granted by the level.
  - **Victory Value** – Numeric setting used for victory Value.

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.