Player Spawn Points Manager

### Descripción

**Files:** CGFPlayerSpawnPointsManager.cs

**Path:** "CGF/Systems/Player"

# Description

Manager that allows the associated GameObject to provide information about each team player spawn points.

# Reference

- **Spawn Points List** – Runtime value containing the spawn points entries processed by this component.
  - **Team** – Numeric setting that configures team.
  - **Team Spawn Points List** – Runtime value containing the team spawn points entries processed by this component.
    - **Player** – Numeric setting that configures player. See Common Features / Player.
    - **Point** – Cached GameObject reference used by this component.

# 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.