Slower Speed Behavior

Descripción

Files: CGFSlowerSpeedBehavior.cs

Path: "CGF/Systems/StatusEffects/Effects"

Description

Behavior that allows the associated GameObject to apply the speed reduction effect.

Reference

- **Percentage** – Numeric setting that configures percentage.

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.