Status Effects Base

Descripción

Files: CGFStatusEffectsBase.cs

Path: "CGF/Systems/StatusEffects"

Description

Base for all status effects.

Reference

- **Resistance** – Resistance to the effect.
- **Status Effect Game Object** – Cached reference to the status Effect Game Object used at runtime.

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.