Combo Behavior

Descripción

Files: CGFComboBehavior.cs

Path: "CGF/Systems/Succesions"

Description

Behavior that allows the associated GameObject to perform a combo.

Reference

- **Increase Points** – Points that it will give.

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.