Canvas Score Behavior

Descripción

Files: CGFCanvasScoreBehavior.cs

Path: "CGF/Systems/UI"

Description

Behavior that allows the associated GameObject to manage score.

Reference

- **Owner ID List** – Owner ID.
- **Score Text Prefix** – Text used to identify or display score text prefix.
- **Score Text Suffix** – Text used to identify or display score text suffix.
- **Score Type** – Runtime value used by this component to configure score type.
  - **Score** – Current score.
  - **Best Score** – Best score option used by the enum.

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.