

Class Score

Namespace: [SpicyInvaders](#)

Assembly: SpicyInvaders.dll

Clas SCORE

```
public class Score
```

Inheritance

[object](#) ← Score

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

Score(int)

Méthode de score qui demande d'enregistrer le nombre initial de points

```
public Score(int score0)
```

Parameters

score0 [int](#)

Fields

points

```
public int points
```

Field Value

[int](#)

pointsForDmg

```
public int pointsForDmg
```

Field Value

[int](#)

pointsForEnemy

```
public int pointsForEnemy
```

Field Value

[int](#)