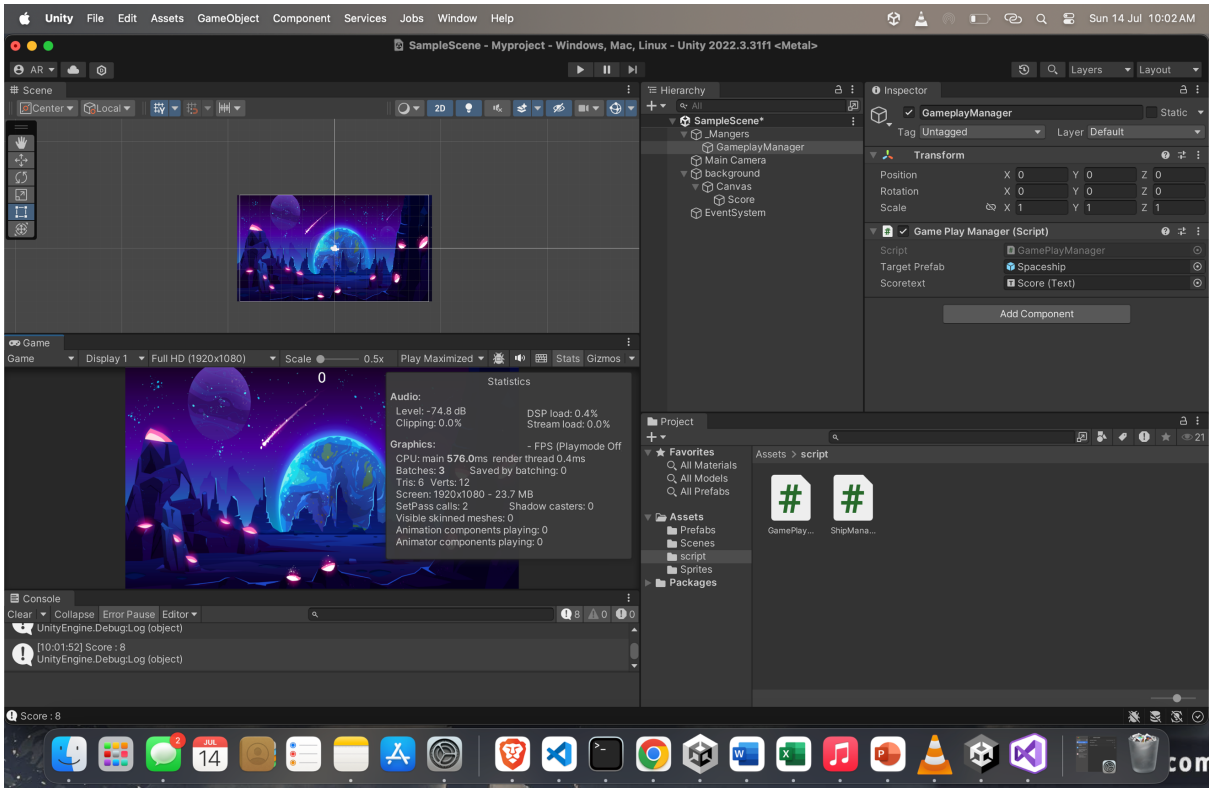
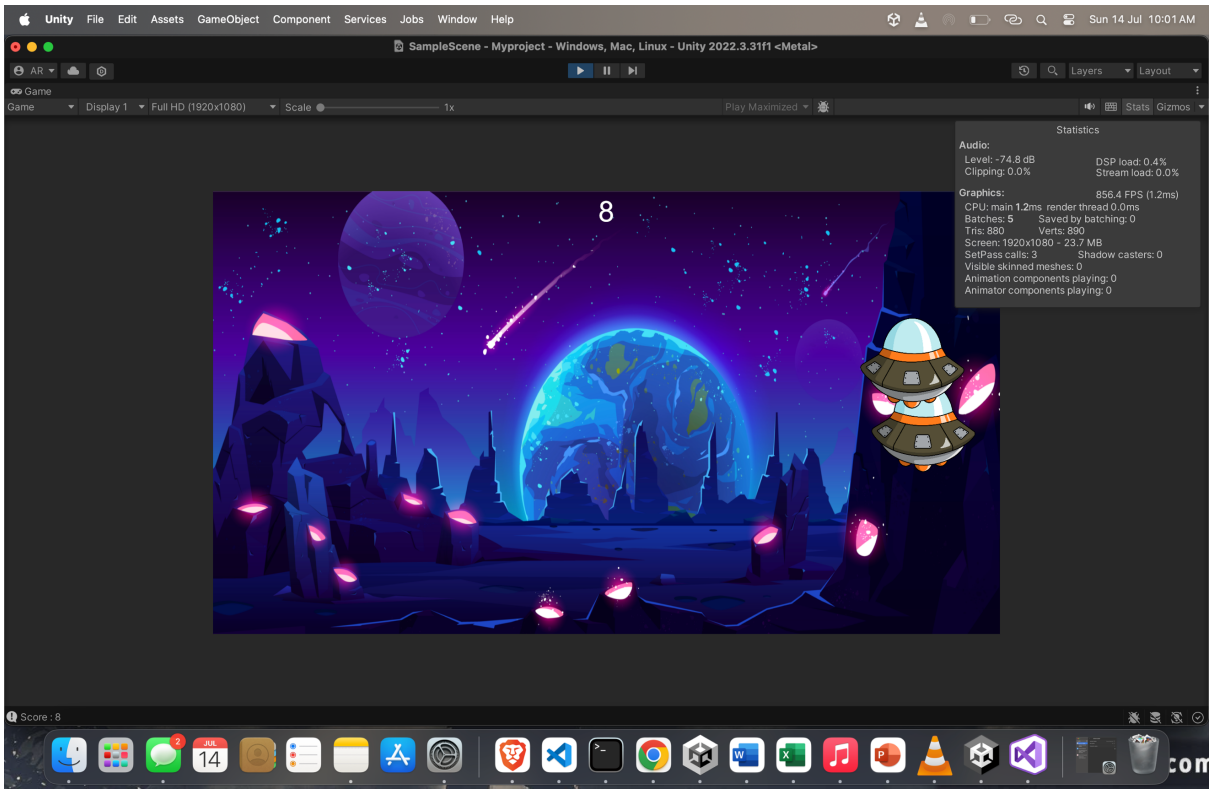

Unity File Edit Assets GameObject Component Services Jobs Window Help
Sun 14 Jul 10:02 AM
SampleScene - Myproject - Windows, Mac, Linux - Unity 2022.3.31f1 <Metal>
Scene
Hierarchy
Inspector
SampleScene*
_Mangers
GameplayManager
Main Camera
background
Canvas
Score
EventSystem
GameplayManager
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Game Play Manager (Script)
Script GamePlayManager
Target Prefab Spaceship
Scoretext Score (Text)
Add Component
Game
Display 1
Full HD (1920x1080)
Scale 0.5x
Play Maximized
Stats
Gizmos
0
Statistics
Audio:
Level: -74.8 dB
Clipping: 0.0%
DSP load: 0.4%
Stream load: 0.0%
Graphics:
- FPS (Playmode Off
CPU: main 576.0ms render thread 0.4ms
Batches: 3 Saved by batching: 0
Tris: 6 Verts: 12
Screen: 1920x1080 - 23.7 MB
SetPass calls: 2 Shadow casters: 0
Visible skinned meshes: 0
Animation components playing: 0
Animator components playing: 0
Project
Favorites
All Materials
All Models
All Prefabs
Assets
Prefabs
Scenes
script
Sprites
Packages
Assets > script
GamePlay...
ShipMana...
Console
Clear Collapse Error Pause Editor
UnityEngine.Debug:Log (object)
[10:01:52] Score : 8
UnityEngine.Debug:Log (object)
Score : 8


Unity File Edit Assets GameObject Component Services Jobs Window Help
Sun 14 Jul 10:01 AM
SampleScene - Myproject - Windows, Mac, Linux - Unity 2022.3.31f1 <Metal>
Game
Display 1
Full HD (1920x1080)
Scale 1x
Play Maximized
Stats
Gizmos
8
Statistics
Audio:
Level: -74.8 dB
Clipping: 0.0%
DSP load: 0.4%
Stream load: 0.0%
Graphics:
856.4 FPS (1.2ms)
CPU: main 1.2ms render thread 0.0ms
Batches: 5 Saved by batching: 0
Tris: 880 Verts: 890
Screen: 1920x1080 - 23.7 MB
SetPass calls: 3 Shadow casters: 0
Visible skinned meshes: 0
Animation components playing: 0
Animator components playing: 0
Score : 8