Class Score   </>

Namespace: Model

Assembly: Model.dll

```
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()

Fields

_score   </>

```
public int _score
```

Field Value

[int](int)

Methods

AddScore()   </>

rajoute 10 de score à chaque ennemi tué

```
public void AddScore()
```