

Code Examples

Basic Struct

```
1. using UnityEngine;
2.
3. public class ComponentClass : MonoBehaviour
4. {
5.     public DataStructure dataStructure;
6. }
7.
8. [System.Serializable]
9. public struct DataStructure
10. {
11.     public string label;
12.     public float value;
13. }
```

Enum Difficult Setting

```
1. public enum Difficulty
2. {
3.     Easy,
4.     Medium,
5.     Hard,
6. }
```