## MonoBehaviour **EndingGetData** + playerName + totalScoreText + physicalScoreText + cognitiveScoreText + playerName1p + playerName2p + outCome1p + outCome2p + totalScoreText1p + totalScoreText2p + physicalScoreText1p + physicalScoreText2p

+ cognitiveScoreText1p+ cognitiveScoreText2p

+ GetData()