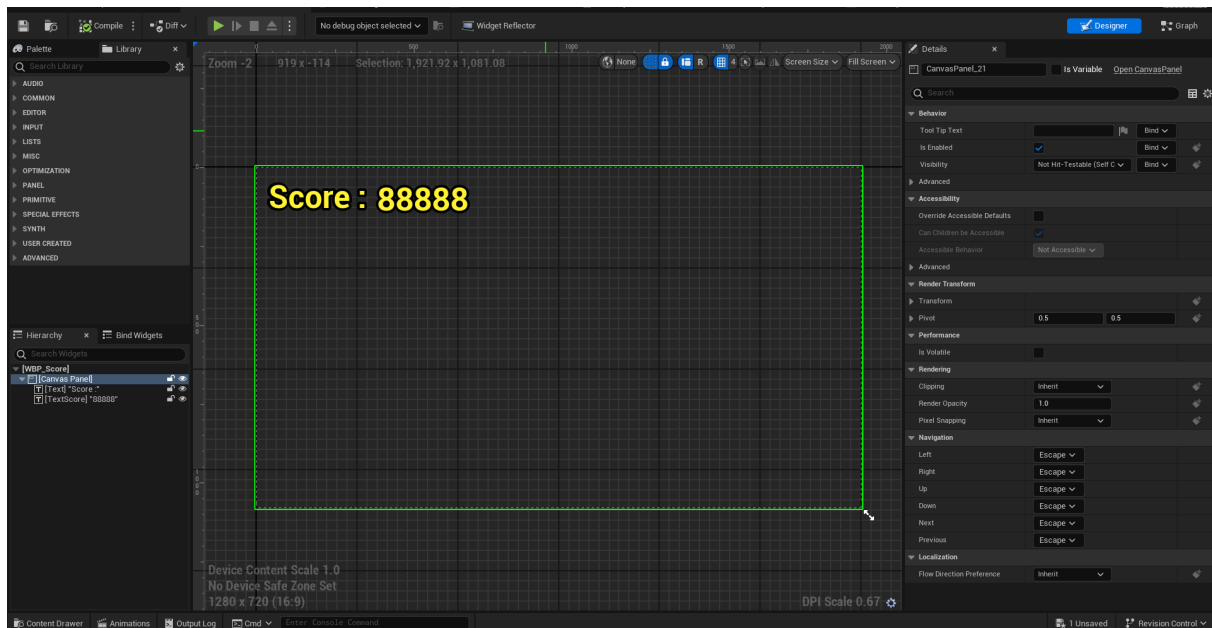




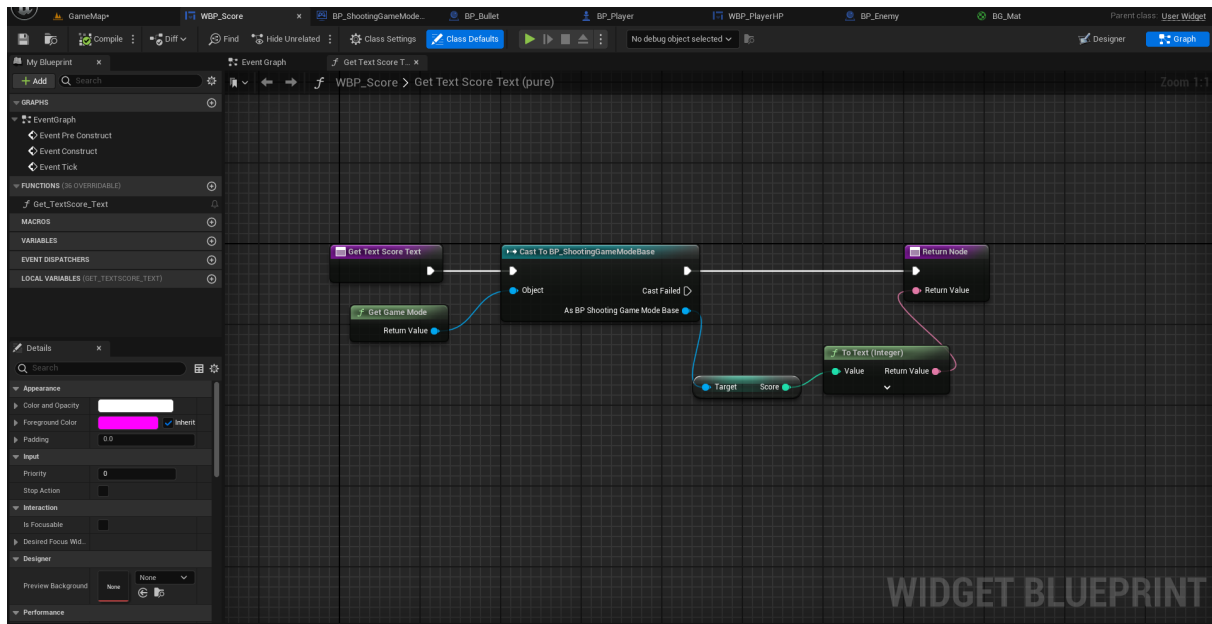
BP. 점수 UI 제작

▶ 플레이어가 적을 처리했을 때 표시되는 점수 UI 구현

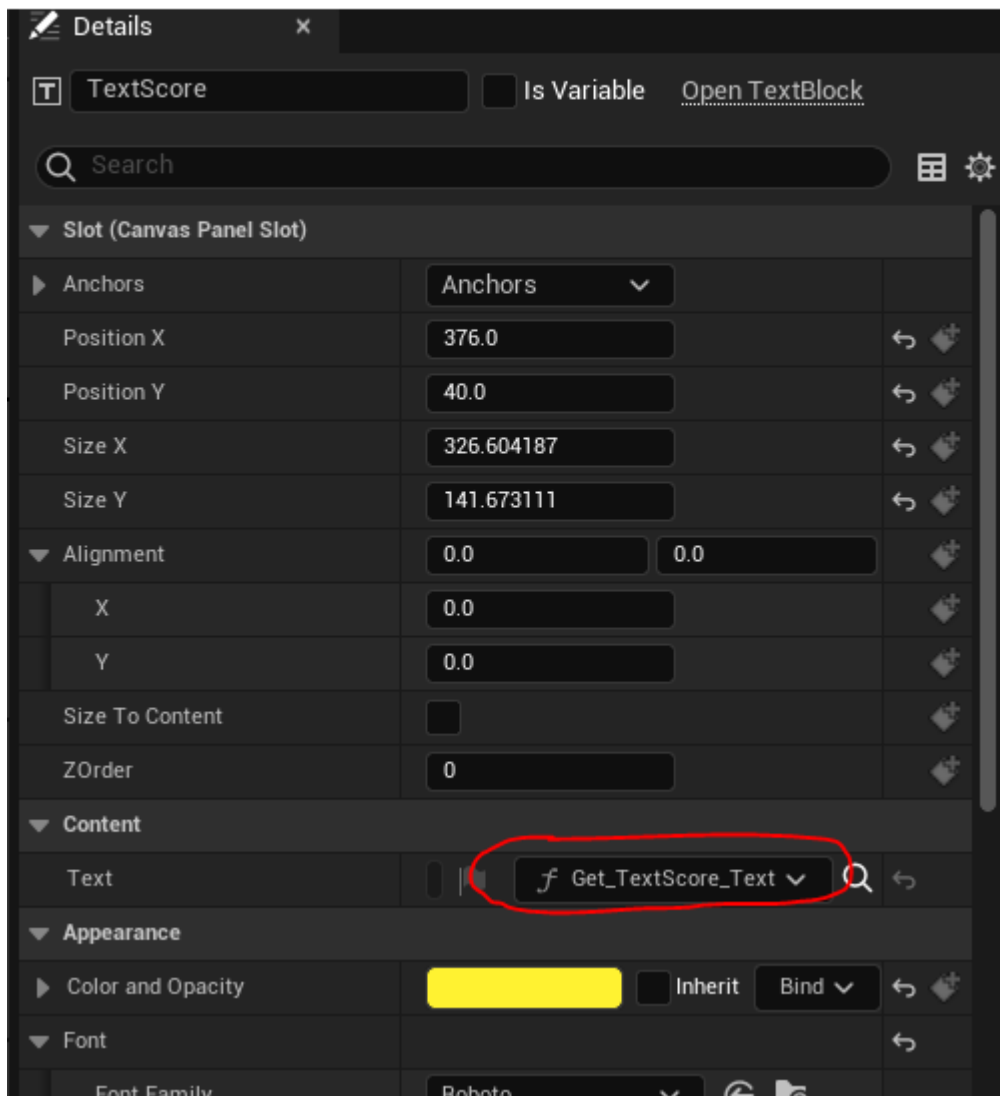
1. Widget Blueprint 추가 → Designer 채널에서 canvas panel 추가



2. Score 텍스트 추가, graph 채널 구현



3. Text에 TextScore bind해주기



4. UI 화면에 표시하기

