

EndGameHandler.cs

Properties

Serialized endGameCanvas : *Canvas*

Reference to the *Canvas* object that will be displayed at end of game.

Serialized endGameText : *Text*

Reference to the *Text* object on the endGameCanvas for displaying the end of game message.

Serialized winningMessage : *string*

String for the message displayed when the player wins.

Serialized losingMessage : *string*

String for the message displayed when the player loses.

Lifecycle Methods

Start:

Disables the endGameCanvas

Properties

Public EndGame

Parameters:

playerWin : *bool*

Whether or not the player won the game.

Return: None

Enables the endGameCanvas and displays appropriate message.