# 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.