Class Player

Namespace: [Spicy_Invaders](#)

Assembly: Spicy_Invaders.dll

Class for the player (User) playing the game.

```
public class Player
```

Inheritance

[object](#) ← Player

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) , [object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) , [object.ToString()](#)

Constructors

Player()

```
public Player()
```

Player(string)

```
public Player(string alias)
```

Parameters

`alias` [string](#)

Properties

Alias

Players Alias

```
    public string Alias { get; set; }
```

Property Value

[string](#)↗

Score

Players score

```
    public int Score { get; set; }
```

Property Value

[int](#)↗