ShowPropIf

Shows or hides a property on the inspector based on another serialized bool property value.

How to use

Put the attribute in front of a property.

Examples

```
[SerializeField] private bool _canBeKilled;
[SerializeField][ShowPropIf("_canBeKilled")] private int _healthPoints;
[SerializeField] private bool _hasInfiniteAmmo;
[SerializeField][ShowPropIf("_hasInfiniteAmmo", false)] private int _ammoCount;
```