



Action<int>
Action<int, Enemy>

Action<int>

| Delegates

(play())

MainMenu

SoundPlayer

onSoundCompleted =

startGame

maken Delegate

een variabele die kan verwijzen
naar 1 of meer methods

private string name = "Berend";

~~private~~
public Action

onDie;

Player

GameOver Class

player.onDie = showEndMenu;

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