**AG 131  
Lab 6 – Events and UI**

**Readings:**

*event (keyword)  
https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/event*

**Part 1: Simple Event System**

* “EnterTriggerScript”
  + Create a delate type “TriggerEvent”
  + Create an event of “TriggerEvent”
  + OnTriggerEnter validate that a pawn has entered.
  + When a Pawn enters the trigger, Invoke the event.
* You will need 3 other scripts
  + Each script needs to register a method to the instance of the EnterTriggerEvent
  + Each Script will do something different
    - You are not allowed to post text into the console as “doing something”

**Part 2: UI**

* Create a UI Element for the Spectator Class
  + Show text: “Press Fire to Respawn”
  + *Extra Credit: Select Pawn and indicate which pawn you will spawn in as*
* Create a UI Element for the PWPawn Class
  + Show Health
  + Show current Projectile or current Weapon.
* Your Hud Elements will be managed by the PlayerControler *(Specifically PWPlayerController)*
  + As you possess different pawns, you should be removing and adding hud elements as appropriate.