**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**

* *EventExample* script
  + Create a delegate type
    - *You do not need to use the DOT NET* Pattern
  + Create an event of using your delegate
  + OnTriggerEnter validate that a pawn has entered the trigger.
  + 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 *EventExample* script
  + Each Script will do something different
    - You are not allowed to post text into the console as “doing something”
    - This “doing something” needs to be seen in the game view…

**Part 2: UI**

* Create a UI Element *(a prefab)* 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 *(a prefab)* for the CarPawn Class
  + Show Health
  + Show current Projectile or current Weapon.
  + Extra Credit:
    - If you have other pawn types that inherited from CarPawn (plane, spaceship), create a HUD specific to them or support them in the HUDScript for CarPawn
      * This can be a visual Change in the HUD Element
* Your Hud Elements will be managed by the PlayerControler *(Specifically PWPlayerController)*
  + Option 1: As you take control of different pawns, show and hide different pannels
  + Option 2: As you take control of different pawns, you should be removing and adding HUD elements as appropriate.