The **A-Score Event Manager** is designed to control and monitor the events that take place in this project. It is named **A-Score Event Manager** to prevent conflicts with our various libraries.

At the moment, the **A-Score Event Manager** has only the *aScoreEventManager* script.

The *aScoreEventManager* script is used to control and track the events that happen within the game. It is attached to the ManagerHolder and takes the following variable:

- **events:** Is a list of strings and booleans. This list is saved into a dictionary and holds all of the event flags used in the game.

The following public functions can be called from *aScoreEventManager*

- **public void SetEvent(**string eventName, bool newVal): This function takes the name/key of the event flag the user wants to change as well as the value to change it to. If the requested event flag doesn't exist, an error message is displayed.
- **public bool GetEvent(**string eventName): This function takes the name/key of the event flag the user wants to know about and returns the current value. If the requested event flag doesn't exist, an error message is displayed and *false* is returned.

Event Flags
As of this writing all events are stored in the *eventsDict* Dictionary. This dictionary is filled in initially by the values stored in the *events* list. These values can be modified in game with calls to the **SetEvent()** function.

The following systems use Event Flags:

- Journal System: The individual profiles on the bio page, as well as the like/dislike icons within them are controlled by event flags.

Event Listeners
As of this writing, no event listeners have been added to the *aScoreEventManager* script. As they are implemented, please leave a brief description of what the listeners do, as well as what system uses them below.