ON DETECTORS (which send the event)

* example checks if the player collides with a coin, then fires the event for coin collection if true

A screen shot of a computer program

Description automatically generated

* methods are set in the inspector for the object raising the event

A screenshot of a computer

Description automatically generated

* NOTE: methods from other objects may not work. requires testing

ON LISTENERS

* have method in their script that should be activated with the event
* method is called by the object raising the event, done above

overview

* this does not work for zombie limb damage reporting, since the damage dealt must be sent for health calculations
* would maybe work for other stuff if things need to occur when a trigger occurs, but info cannot be sent so that’s a big drawback

THIS VIDEO MAY ALLOW FOR DATA TO BE SENT

* stores events as scriptable objects that raise events, and also has listeners as listener scripts
* <https://www.youtube.com/watch?v=7_dyDmF0Ktw&list=WL&index=15&t=17s>
* seems very complicated for something that can be done with a reference and a method call
* pros
  + makes it very easy for listeners to tune into a game event
  + is this easier than just registering the methods on the event sender?
    - not easier, but finding the events to link more listeners is easier since they are in the SO folder and not on the sender object

CONCLUSION

* will not change to events because references and function calls are easy enough and work for what we’re doing.
* maybe in the future, or for simple stuff that does not require sending data (e.g blood splatter when zombie takes damage)