RoundManager.Events.RoundEvent

RoundManager.Events.BossCountdownBegunEvent

RoundManager.Events.BossKilledEvent

RoundManager.Events.BossSpawnedEvent

RoundManager.Events.CheckpointEndEvent

RoundManager.Events.CheckpointStartEvent

RoundManager.Events.DestroyCurrentEnemiesRequestEvent

RoundManager.Events.FinishedRoundsEvent

RoundManager.Events.FirstRoundEvent

RoundManager.Events.LastRoundEvent

RoundManager.Events.ObjectSpawnRequestEvent

RoundManager.Events.PreperationEndEvent

RoundManager.Events.PreperationStartEvent

RoundManager.Events.RoundEndEvent

RoundManager.Events.RoundStartEvent