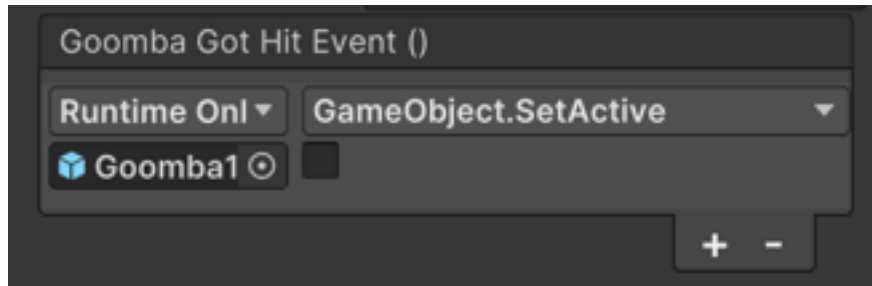# Events & Listeners

UnityEvent
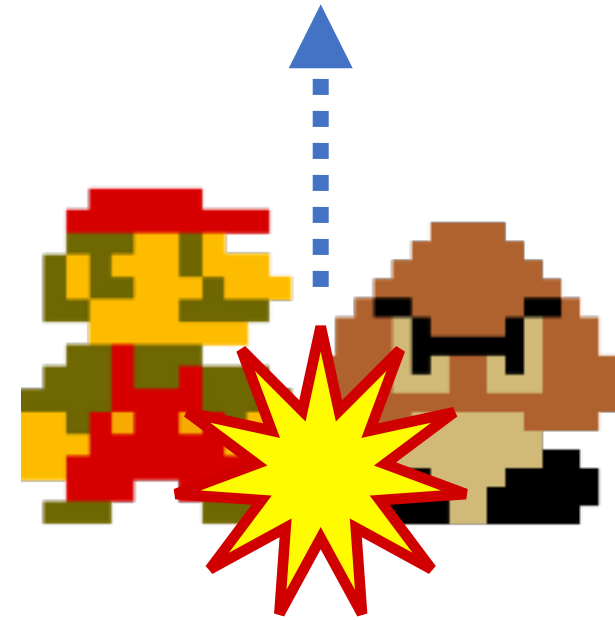
1. Configurable in Inspector

2. AddListener in script

```
private void Start()
{
    GoombaGotHitEvent.AddListener(DisableGoomba);
}

void DisableGoomba()
{
    Goomba.SetActive(false);
}
```

```
public UnityEvent GoombaGotHitEvent;

public void OnCollisionEnter2D(Collision2D collision)
{
    GoombaGotHitEvent.Invoke();
}
```

4. Tips & Best Practices

- Read More: Tips & Best Practices on Github [Link]
- Play mode edits = lose changes
- Separate Graphics From Physics And Logic
- Keep scale 1,1,1
- Don't use GameObject.Find
- Instantiate by component/script, not by GameObject
- ContextMenu for debug