

CONTROLLERS REGISTRATION

Active scene is Main Menu :

Main Menu

Controller Registration

On new input controller detected...

Active scene is Game Scene :

Game Scene

Playtest Registration

On new input controller detected...

NeverUnload

Add

ScenesManager
If playtesting...

Enable

Add

GameData

Dictionary of registered players
(each element contains a *PlayerIndex* and a *Controller*)

On Start
pressed, load
the Game
Scene

On X
pressed, stop
registration
and start
game

Game Scene

Game Manager

Gets the dictionary of registered players

Holds the final **list of players**

Players Spawner

Spawns the players (and assigns index & controller)

Returns a list of players

