Triggers Description

A list of connected triggers from other gizmos and a list of connected triggers to key presses will be stored for each separate gizmo. Each gizmo will also feature a method to perform its specific action. There will be methods in the model to connect the gizmos/keys. Within the collision detection method, if there is going to be a collision there will be a check to see if that gizmo has any stored connections. If it does have connections, the gizmos found in the stored list will have their perform action method called.