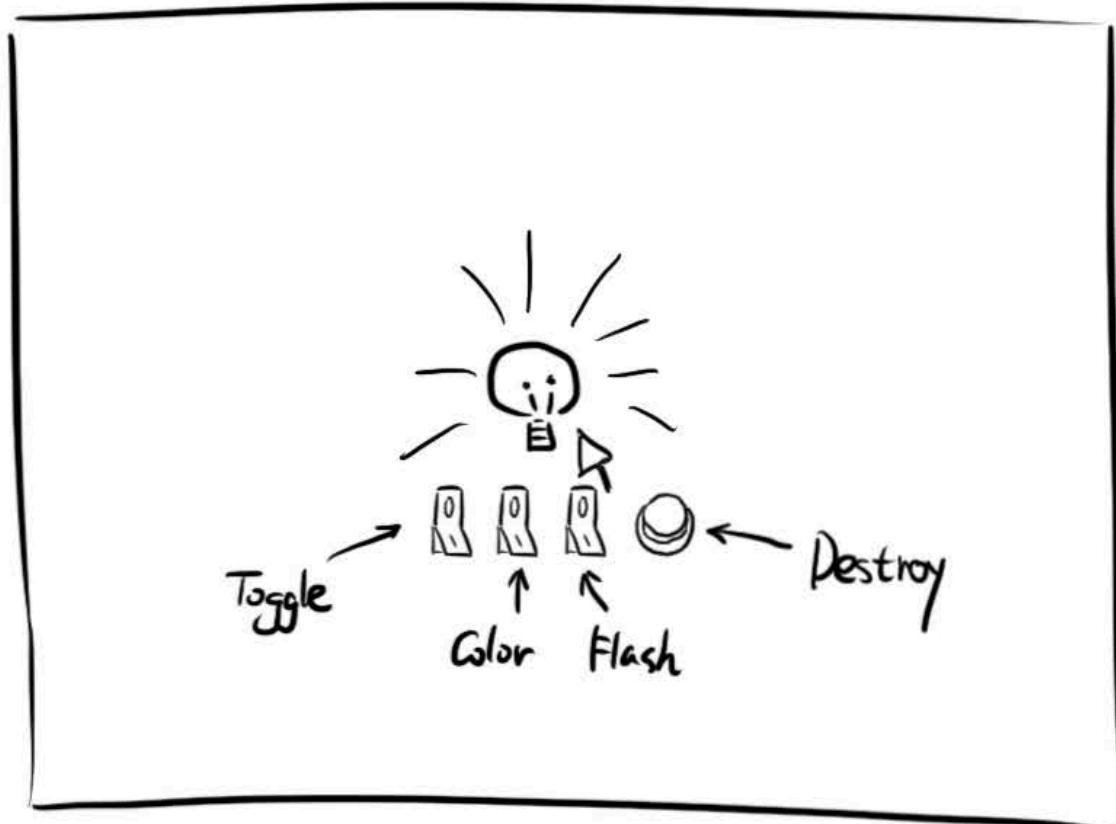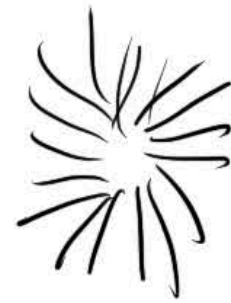Right-click on the blank canvas to create a lamp at that point.

Toggle click ✱ new Image

Color click chang

Each Lamp has own UnityEvent system

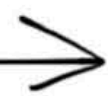Each lamp has 4 buttons below it : Toggle , Color , Flash and Detsry

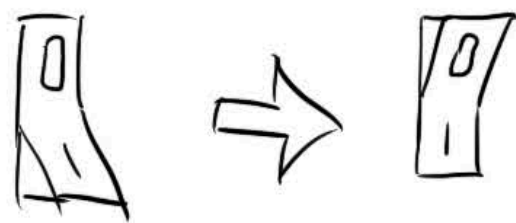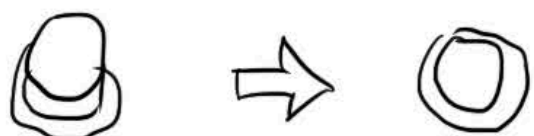Each button triggers a different modular function.

Toggle → Light on /off

Color → Random color

Flash → Coroutine : blink 3s

Destroy → Change sprite + disable all

- UnityEvent with multiple listeners.
- Dynamic add/remove listeners.
- Coroutine start by condition.
- Modular design : each funciton is optional

When button was clicked
Image will alos change

On Toggle Button Click :

· OnToggle light . Invoke ()

if ColorChange is attached :

· Chang Lamp color randly

if Flasher is active :

- Start blinking Coroutine

- toggle and stop after x seconds.

if Destroy Button is click :

· Chang sprite to broken lamp.

· Stop coroutine if running

· Remove all listeners

· Disable all 4 buttons.