

Lamp Manger

void update:

If right mouse button is pressed

Get mouse position in world space

Check if there already have a lamp at the position

if not:

Make a lamp prefab at that position

Initialize buttons for the lamp.

If adding this feature try using the method in the course.

LampController

Define variable isOn = false.

Function ToggleLight():

if isOn is false

change sprite to "on"

Set isOn = True.

Else:

change sprite to "off"

Set isOn = false

BreakLamp():

Stop all coroutines

Change sprite to "broke"

Disable all buttons.

Remove all UnityEvent listeners.

LampButtonManager

Function SetupButtons():

Bind ToggleLight() → toggle button

Bind add and remove ChangeColor() listener

Bind StartFlashing() to flash button

Bind BreakLamp() to destroy button.

LampColorChanger

Function ChangeColor():

Generate a random color

Set the lamp's SpriteRenderer to random color.

LampFlasher

Function StartFlashing():

If there's no active flashing coroutine:
start FlashCoroutine.

Coroutine FlashCoroutine():

Set timer

While timer < ? seconds:

Call ToggleLight()

wait 0.5 seconds.

timer += 0.5 seconds.

End the coroutine.

Function StopFlash():

if coroutine is running

Stop the coroutine.

- This pseudocode reflects a modular architecture: each function is defined independently and activated via UI buttons.
- Lamp behavior is triggered by UnityEvent, with listeners add/removed at runtime, and flashing is handled by coroutines.