

CI3 Can't add PlayerController to GameObject with EnemyController

In order to make a very intuitive system for the game and level designers, you decide to make sure that they can't add components to game objects that are not supposed to have them. (I.e. player game object that has an enemy script)

Exercise

- Create a Custom Inspector for a Player and an Enemy class, that checks if a script of the opposite type is already added to the game object.
- If that is the case then the user can't add this component.

Example:

A Game object named Orc has an enemy script attached. If the user tries to add a player script to this object, it should be removed.

Optional Exercises:

1. Communicate to the user why they are not allowed to add this component to the game object.
2. Can you find other ways to check if the user is allowed to add the script to the game object?