Input System

Description

The input system monitors for user input and triggers the corresponding events.

The action taken based on the event depends on the current context being used.

The contexts are dynamically swappable. This allows for different uses for the

same user input depending on the context. i.e. gameplay vs menu naviation.

Demo Scene is included in Assets/Scenes/InputSystem/InputSystemDemo.unity

Unity Input System
Maps input names to
keystrokes

Abstracts user
keystrokes into names

registers context
method wrappers as
listeners

Context Manger
Holds the current context. Wraps
the current context's methods so
they can be added as listeners to
the input Monitor

Input Monitor
Monitors for user input
and triggers events

executes registered
methods on user input
event

sets current context

Game Manager
Among other things, it is used for
dynamically setting the current
context in the context manager

has many

Context
Implements an abstract
parent class and defines
methods for each user
input