GameManager

GameManager_PauseToggle

TogglePause

GameManager_Menu

ToggleMenu

GameManager_PlayerController

TogglePlayerController

GameManager_CursorToggle

ToggleCursorState

GameManager_Master

MenuToggleEvent

InventoryUIToggleEvent

RestartLevelEvent

GoToMenuEvent

GameOverEvent

GameManager_InventoryUI

ToggleInventoryUI

GameManager_RestartLevel

RestartLevel

GameManager_GameOver

TurnOnGameOverPanel

GameManager_Instructions

TurnOffInstructions

GameManager_GoToMenuScene GoToMenuScene

Player

Player_Health

DeductHealth IncreaseHealth

Player_CanvasHurt

TurnOnHurtEffect

Player_Master

EventInventoryChanged

EventHandsEmpty

EventAmmoChanged

EventAmmoPickedUp

EventPlayerHealthDeduction

Player_DetectItem

Player_AmmoBox

PickedUpAmmo

Player_Inventory

UpdateInventoryListAndUI CheckIfHandsEmpty ClearHands