

Battling Through Levels

Player Scoring

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Concepts Overview

When the player destroys an enemy, we'll use the enemies starting health as the score value.

We'll update the DestroyedEventArgs to pass this score value as a parameter with the OnDestroyed event.

In the EnemySpawner, we subscribe to the OnDestroyed event, and when an enemy is destroyed we'll invoke the static OnPointsScoredEvent, passing the points scored as a parameter.

In the GameManager we'll subscribe to the OnPointsScoredEvent, and then invoke the OnScoreChangedEvent.

We'll create a new ScoreUI class, which will subscribe to the OnScoreChangedEvent. This class will update the score text field in the UI.

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Events And Classes

