CLA WS 2019/2020: Dokumentation

Message Type	Use	Caller	Listeners
VerifyScore	Verify (Save) the achieved score and sort it into the highscore list.		
PlayerDamaged	Notify all listeners that the player's health changed.	PlayerController: Upon experiencing a change in health.	CameraController PlayerHealthUI
ReturnToPool <EnemyBehaviour>	Return this EnemyBehaviour to the pool. Handle the enemy dying for score and spawning powerups.	EnemyBehaviour: Upon dying.	EnemyPool PlayerController PowerupManager
ReturnToPool <DeathParticle>	Return this DeathParticle to the pool.	DeathParticle: Upon completing the particle effect.	DeathParticlePool
ReturnToPool <ProjectileBehaviour>	Return this ProjectileBehaviour to the pool.	ProjectileBehaviour: Upon hitting a target, or exceeding lifetime.	ProjectilePool
ReturnToPool <PowerupBehaviour>	Return this PowerupBehaviour to the pool.	PowerupBehaviour: Upon being picked up, or exceeding lifetime.	PowerupManager
PickupPowerup	Notify the Player that they picked up / activated a powerup.	PowerupBehaviour: Upon being picked up or activated.	PlayerController
GameOver	Notify all listeners that the game is over. Freezes all active EnemyBehaviour instances. Causes the GameEndScreen to be activated.	PlayerController: Upon dying. WaveManager: Upon completing the last wave of the last stage.	EnemyBehaviour GameEndScreen WaveManager
GameStarted	Notify all listeners that the game is just starting. This happens after the initial countdown in stage 0. Causes the WaveManager to start spawning enemies. Allows the PlayerController to move.	StartCountdown: Upon finalizing the countdown.	WaveManager PlayerController
StageCleared	Notify all listeners that a stage has been cleared. Temporarily freezes the Player.	WaveManager: Upon completing the last wave of a non-last stage.	PlayerController GameOverlay PulseEffect
StageStarted	Notify all listeners that a stage is about to start. Un-freezes the Player.	WaveManager: Immediately before starting to spawn enemies.	PlayerController
ScoreMultiplierChanged	Notify all listeners that the score multiplier of the Player has changed.	PlayerController: Upon changing the score multiplier due to clearing a stage or killing several enemies.	ScoreMultiplierUI

PromptText	Show a short text above the Player.	PlayerController: Upon applying the effects of a Powerup.	GameOverlay
PauseGame	Pause the game and show the pause screen.	PlayerController: Upon pausing the game.	GameOverlay
ContinueGame	Unpause the game and hide the pause screen.	PlayerController: Upon unpausing the game.	GameOverlay

Data Structure:

VerifyScore

Param Name	Type	Description
score	int	The final score achieved within this run of the game.
name	string	A short, 3-character string that represents the name of the player. It is given by an input field in the UI.

PlayerDamaged

Param Name	Type	Description
newHealth	float	The current health of the player after the change.
damage	float	The change in health, positive: healing, negative: damage.

ReturnToPool<T>

Param Name	Type	Description
value	T : MonoBehaviour	The object that is returning to the pool.

PickupPowerup

Param Name	Type	Description
value	Powerup	The Powerup that was picked up / activated by the Player.

GameOver

Param Name	Type	Description
playerDied	bool	Is the game ending the result of the player dying?
finalScore	int	The final score achieved by the player.

GameStarted

StageCleared

Param Name	Type	Description
bufferTime	float	The bufferTime between stages. This determines the time until the player can move again.

StageStarted

ScoreMultiplierChanged

Param Name	Type	Description
multiplier	float	The total score multiplier as of now.
delta	float	The change in multiplier since the last time this event was called.

PromptText

Param Name	Type	Description
text	string	The text to be displayed in the prompt (pop-up text above the player).
color	Color	The color of the text.

PauseGame

ContinueGame