

```
1 namespace CustomProject.Observers
2 {
3     public class ScoreObserver : IObserver
4     {
5         private int _score;
6
7         public void Update(string eventType, Player player)
8         {
9             if (eventType == "GoldCollected")
10             {
11                 _score = player.CollectedGolds * 10;
12                 Console.WriteLine($"Score updated: {_score}");
13             }
14         }
15     }
16 }
17
```