

authors: Igor Chebotar and Alex Slavski
contact: Igor.Valerii.Chebotar@gmail.com

EVENT SYSTEM

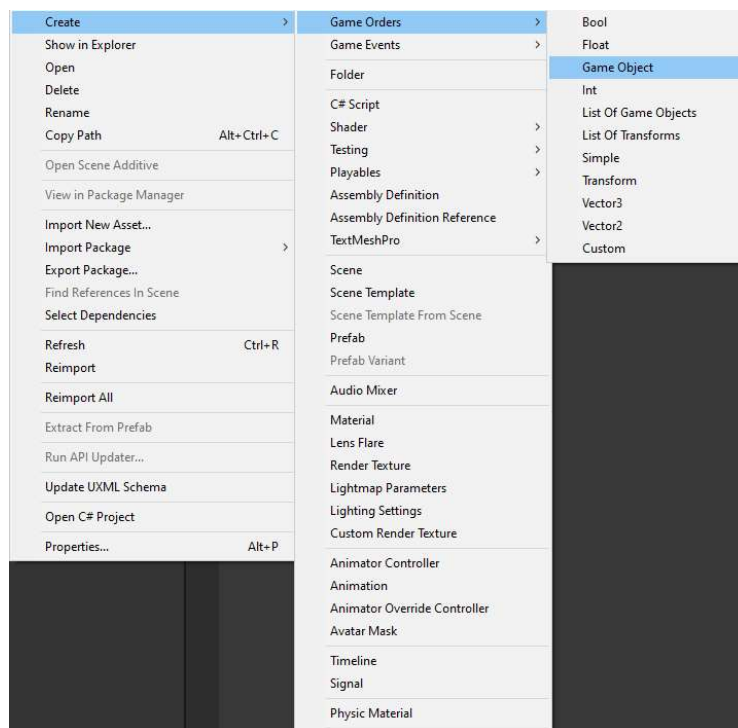
BY SIMPLE MAN

WHAT IS HANDLER (EVENT VOTE AND REQUEST)?

Handler is a scriptable object that works as a global event service.

HOW TO CREATE EVENT OR REQUEST?

All events, votes and requests (handlers) can be created by the “Create” menu.



WHAT'S DIFFERENT BETWEEN REQUESTS AND EVENTS?

Technically it's no different between them, but they are presented by different classes, because in the project we should separate **events** (messages like “Player got damage” or “Item picked up”) and **requests** (like “Pause game”, “Load scene”, ...)

HOW TO USE HANDLERS?

Use it like any other event. You can add and remove listeners by using the “Add Listener” and “Remove Listener” methods. Call the “Invoke” method to raise the event or order.

WHAT IS VOTES?

Voting is designed to resolve conflicts between entities united by one complex mechanic like a save game mechanic. For example you need to save your game, but it is possible only if the player is on the ground and not within the fight. Also you can not save game if the next level is loading, or anything else.

In the classic way, you have to create a save manager that will check other entities for the possibility of saving. In this case, the save manager will be aware of all entities that could not save the game. This is not good.

By using "veto" voting, you will not run into this problem, because the vote is a list of entity responses. If one of them prevents the game from being saved, the save manager will know about it without checking this entity directly.