Formatting Guide

Every element in this architectural system and entity communication design page has a specific style to help understand everything faster.

Function()

Script

Game Object

condition

shorter/breaking option

Call event

Hear Event

Referecnce

Direct Call

Game Manager

Respawn

Game Manager — reset scene → Reset()

Player Transform reference

Player — Player Transform reference — Predator System

Pause Menu

Pause Menu Handler → Toggle Pause()

Pause / Resume

Pause Menu Handler → Restart()

Predator

Pause

Unpause

Movement — call to slow down → Slow Down()

Player Logic Handler — player gets captured or collided with — is lethal?

is lethal? → Slow Down()

is lethal? → Respawn()

Respawn