# Game Event System

For the IN Game event system, we will define an event object that will be based off of a type value. The data values it contains will differ depending on that type value. In order to create an efficient and manageable system, we must keep the amount of type values at or below a certain threshold. 7 is too many 2 is too little, so 4 or 5 will do the trick.

# Game Event Class

**Event types candidates:**

* Combat Event
* Entity Event
* Sequence Event
* Player death Event
* Collision Event
* Level event
* Menu event
* Game State Event
* ActionEvent

### Event Types Final List

* Sequence Event
* Collision Event
* ~~Combat Event~~
* Game State Event
* Action Event
* Menu Event

For events have an upper level **type** and a lower level **tag**

Types are vague and encompass a good amount, whereas tags can be really specific.

Types are enums and tags are strings