

# Player Spawner Module

This module is related to player spawning during gameplay

## Versions Used:

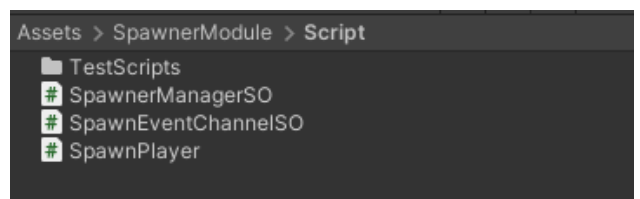
- Unity 2019.4.14 f1 and above

## Architecture:

- Scriptable Object Architecture

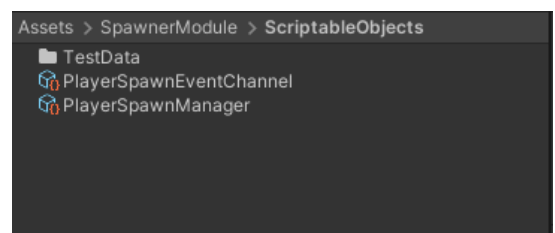
## Scripts:

- SpawnerManagerSO.cs
- SpawnEventChannelSO.cs
- SpawnPlayer.cs



## Channels (Scriptable Objects):

- PlayerSpawnEventChannel



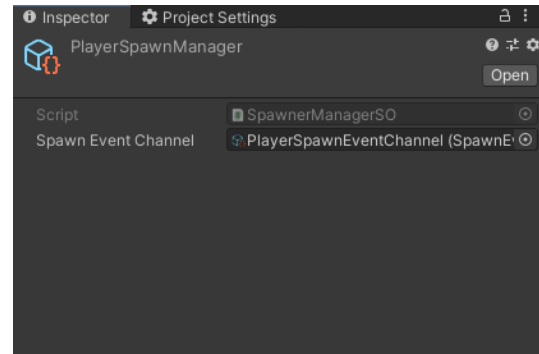
## Manager (Scriptable Object):

- PlayerSpawnManager

## How It Works:

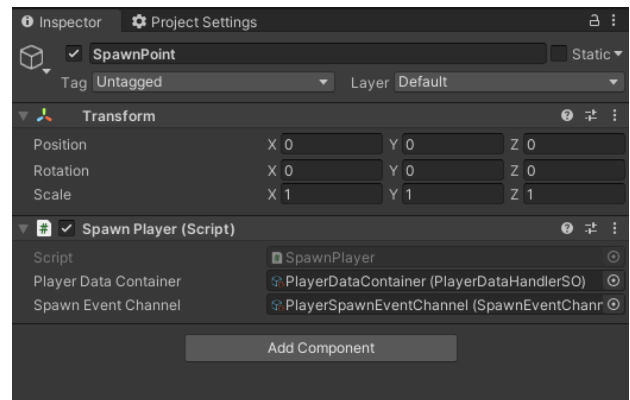
PlayerSpawnEventManager.cs event is called from SpawnPlayer.cs. PlayerSpawnManager.cs is a scriptable object it will subscribe different PlayerSpawnEventManager.cs events on scene start. When Event will be called the desired object will be spawned.

PlayerSpawnManager.cs should have reference to all spawning channels.



## How To Use:

SpawnPlayer.cs is placed in hierarchy on desired spawning point. It would be provided with player data container from where data of current selected player will be retrieved and will also take reference to spawn event channel.



To instantiate a simple object we have to call ShootSpawnEvent function with arguments and it will generate a gameobject in the scene.

# That's All

Any **Questions** or **Feedback**?

Feel free to contact **developer** :D

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