**Workshop 7 Lab 3**

In this activity, we are going to implement the Observer pattern using C# delegate and event.

**Procedure:**

New an Unity3D project and name it EventTest.

Create the following game objects

* Cube, name it as Player
* Sphere, name it as Enemy
* An empty game object, name it as GameManager
* Audio->Audio Source, name it as SoundManager

Create a new folder, name it as Sound, import the buzz.mp3 file into Sound folder

Create a new folder, name it as Script.

Create a new C# script, EventManager

Graphical user interface, text, application

Description automatically generated

Attached the script to Player.

Create a new C# script, PlayerLife

Graphical user interface, text, application

Description automatically generated

Attached the script to Player.

Create a new C# script, PlayerSounds

Graphical user interface, text, application, email

Description automatically generated

Attached the script to SoundManager.

Attached buzz.mp3 to Audio Source->AudioClip.

Uncheck Play On Awake. (This will prevent the sound clip from playing when the scene starts)

Graphical user interface, text, application

Description automatically generated

Create a new C# script, EnemyActions

Graphical user interface, text, application

Description automatically generated

Attached the script to Enemy.

Create a new C# script, GameState

Graphical user interface, text, application

Description automatically generated

Attached the script to GameManager.