**Workshop 7 Lab 4**

In this activity, we are going to implement the Observer pattern using Unity Event

**Procedure:**

Continue from Workshop 7 Lab 3, delete all the OnEnable() and OnDisable() function in C# Script PlayerLife, PlayeSounds, GameState and EnemyActions.

Make all the methods for callback public.

PlayerLife -> public void loseLife()

PlayerSounds -> public void PlayerShotSound()

GameState -> public void RestartGame()

EnemyActions -> public void EnemyTriump()

Update EventManager

Graphical user interface, text, application

Description automatically generated

Click on Player GameObject, go to Inspector

Look for Event Manager(Script)

Graphical user interface, text, application

Description automatically generated

Attached each game object and methods to be called in Event Manager.

Graphical user interface

Description automatically generated