

## EnterPlayHandler.cs

### Properties

**Private** enterPlayListeners : *Dictionary<Player, bool>*

Dictionary of all subscribed players. Uses dictionary to avoid multiple subscriptions by the same player. Value is unused.

### Lifecycle Methods

**Awake:**

Initializes enterPlayListeners.

### Methods

**Public** AddListener

Parameters:

*listener : Player*

Player to be subscribed.

Return: None

**Public** RemoveListener

Parameters:

*listener : Player*

Player to be unsubscribed.

Return: None

**Public** InvokeAllListeners

Parameters:

*board : Board*

Reference to the *Board* in the scene.

Return: None

Instructs each subscribed player to update their hand for card playability and for each AI controlled player to look at the board state and perform their actions.