# 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.