Implementing handlers to an existing event:

1. Write the method (handler) you want to execute when the event happens. Example:

Private void PlayPickupLettuceSFX()

{

Camera.main.GetComponent<AudioSource>().PlayOneShot(LanguageDictionary.audioLanguageDictionary[GameManagerScript.currentLanguage]["lettuce pickup"]);

}

1. In the project tab of the Unity Editor, select the scripts folder, find EventManagerScript.cs, and open it.

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1. Look for the relevant event in the fields region. Example: if you are adding a sound effect for when the chef picking up lettuce, the relevant event is chefPicksUpLettuceEvent;

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1. Then in the Start() method of the script where you wrote your method/handler, paste the following line to add your method to the event EventManagerScript.AddEventHandlerToTargetEvent(EventManagerScript.relevantEvent, RelevantHandler);

Replace ‘relevantEvent’ with the event you found in the event manager.

Replace ‘RelevantHandler’ with the method you are trying to execute. To note: no () is used to pass the method.

Example: EventManagerScript.AddEventHandlerToTargetEvent(EventManagerScript.chefPicksUpLettuceEvent, PlayPickupLettuceSFX);

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Adding a new event to the event manager:

1. Select the scripts folder from within the project tab. Open EventManagerScript.cs

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1. Find the relevant section of events within the Fields region. If the section does not exist, create a new one.

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1. Find the spot in the solution where the event should trigger and invoke it.

Example: EventManagerScript.chefPicksUpBurgerEvent.Invoke()

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1. If you already have relevant methods/handlers to add, follow the steps for adding them in the section at the beginning of this doc.