

# Bonus Assignment: VGP125 – Message System

**Due: Week 11 (Must be completed and checked in by the beginning of class)**

## Project Description:

- Using your Unity project continued in Assignment 2, create a message system that has a global Message Handler (static class or singleton) that allows other classes to subscribe to events to listen for when they occur and to be able to send events through the Message Handler. The event message should be referred to by a string name and a UnityEvent. The Message Handler will keep a list of the strings and events in a Dictionary using key-value pairs <string, UnityEvent> creating a new item each time something subscribes to the event.
- Add in some Code to test both subscribing to and triggering events using your existing objects from the previous assignments. Examples:
  - o Make the UIManager trigger an event that causes all objects listening for it to move to a specific location.
    - Try making only the player object listen
    - Try making only the enemy objects listen
    - Try making all the objects listen
  - o Make the UIManager only register its listeners when the DataManager has finished loading using a triggered event FinishedLoadingData
  - o Make the Attack action send a message that updates the UIManager and causes a value to change (eg. show changes to each object's hp)
  - o Anything else that you think could use a message based solution.
- Use this tutorial as an example:  
<https://learn.unity.com/tutorial/create-a-simple-messaging-system-with-events#>

## Marking (10 total):

- Message Handler implementation (4)
- Messages triggered (3)
- Messages handled by listeners (3)