Bumanglag, Nikos - “ CubeSpawner” (Inside Scripts folder)

Event actions: SpawnCubes, DespawnCubes

Jaropojop, Jairo – “UI\_Display\_Script” (Inside Scripts folder)

Event actions:

Reblando, Kenshin – “SphereSpawner” (Inside Scripts folder)

Event actions – destroyAllSpheres, spawnSphere

1. How did the event broadcaster system helped you in achieving independent modules and maximizing your productivity?

* Event broadcaster helped our productivity by minimizing the amount of things we need to edit when adding new stuff as the events are "isolated." Events are like radio signals wherein modules can either send or receive. And like radio, it is just out there so there's no need to worry about any other connections or sorting through the wirings. (Kenshin)
* Event broadcaster helps in decoupling and decluttering our code. Making it so that, The broadcaster is all we need to manage events rather than having the ui and objects have to talk to each other constantly which would make UI more unbearable than it needs to be. (Jairo)
* The event broadcast system helped making of spawner easier to do because the object and the UI button don't have to directly talk to each other. Having the event broadcaster system also helps document which signals are in the project to make it easier to track. (Nikos)

1. None.