UC 7 – Equip Weapon

User hovers over weapon in inventory slot.

• Unity checks mouse hover over UI Element.

• MonoBehaviour outputs UIItemInfo class information for the indicated slot by generating a tooltip. Unity displays the tooltip over the specified slot.

User double clicks (LMB) on slot.

• Unity updates frame for all classes with MonoBehavior, and in particular the GameController class’ update.

• GameController class alerts the PlayerManager class to equip the weapon and passes the UIItemInfo provided by the script of the game object that the player clicked on.

• PlayerManager class requests weapon information from the Weapon class.

• Weapon class returns the UIItemInfo of the weapon.

• PlayerManager returns nothing to the GameController class.

• GameController continues with update.