

# Creative Making: Environments

Types of Prototypes & Designing for Spatial Expansion

Delgates

If something happens?  
Do some things...



Example: The score gets to 20

Things to do:

- 1: Play the win animation
- 2: Load the next level



A Delegate is a reference pointer to a method. It allows us to treat method as a variable and pass method as a variable for a callback

Callback?? Hey when you get to the skate park, call me. You just requested a call back when something happens!

A delegate can point to just one method (single)  
Or it can point at many (multicast)

What this means is your callback can trigger multiple methods to execute! This is really cool because it lets you gang behaviors up. (Methods, they do a thing)



Callbacks will trigger all the methods subscribed to a delegate