

## GameManager.cs

```
1 using System;
2 using System.Collections;
3 using System.Collections.Generic;
4 using UnityEngine;
5
6 public class GameManager : MonoBehaviour
7 {
8     public Action OnEventNotification;
9
10    // Start is called before the first frame update
11    void Start()
12    {
13        //コルーチン呼び出し
14        StartCoroutine(TimerEvent());
15    }
16
17    // Update is called once per frame
18    void Update()
19    {
20
21    }
22
23    IEnumerator TimerEvent()
24    {
25        //5秒待機
26        yield return new WaitForSeconds(5f);
27
28        //5秒経過後に通知する、?はNullかどうかのチェック
29        Debug.Log("5秒経過したので通知");
30        OnEventNotification?.Invoke();
31    }
32 }
33
```

## Player.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using System;
5
6 public class Player : MonoBehaviour
7 {
8     [SerializeField] private GameManager gameManager;
9
10    private bool isMoveStop;
11
12    // Start is called before the first frame update
13    void Start()
14    {
15        //初期状態は動けるように
16        isMoveStop = false;
17
18        //通知を受ける設定をする
19        gameManager.OnEventNotification += StopMove;
20    }
21
22    // Update is called once per frame
23    void Update()
24    {
25        if (!isMoveStop)
26        {
27            //入力取得
28            float horizontal = Input.GetAxisRaw("Horizontal");
29            float vertical = Input.GetAxisRaw("Vertical");
30
31            //移動ベクトル
32            Vector3 move = new Vector3(horizontal, vertical, 0f).normalized;
33
```

```
34     //移動
35     transform.Translate(move * 5f * Time.deltaTime);
36 }
37 }
38
39 private void StopMove()
40 {
41     //動けないようにする
42     Debug.Log("Player側が通知を受け取りました");
43     isMoveStop = true;
44 }
45 }
46
```

## Enemy.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class Enemy : MonoBehaviour
6 {
7     [SerializeField] private GameManager gameManager;
8
9     private bool isLogStop;
10
11     // Start is called before the first frame update
12     void Start()
13     {
14         //出力する
15         isLogStop = false;
16
17         //通知を受ける設定をする
18         gameManager.OnEventNotification += StopMove;
19     }
20
21     // Update is called once per frame
22     void Update()
23     {
24         if (!isLogStop)
25         {
26             //出力
27             Debug.Log("てきだー");
28         }
29     }
30
31     private void StopMove()
32     {
33         //出力を止める
```

```
34     Debug.Log("Enemy側が通知を受け取りました");
35     isLogStop = true;
36 }
37 }
38
```

## GameManager.cs

```
1 using System;
2 using System.Collections;
3 using System.Collections.Generic;
4 using UnityEngine;
5
6 public class GameManager : MonoBehaviour
7 {
8     public Action<DateTime> OnEventNotification;
9
10    // Start is called before the first frame update
11    void Start()
12    {
13
14    }
15
16    // Update is called once per frame
17    void Update()
18    {
19        //Xが押されたら通知する
20        if (Input.GetKeyDown(KeyCode.X))
21        {
22            Debug.Log("Xキーが押された");
23            DateTime dt = DateTime.Now;
24            OnEventNotification?.Invoke(dt);
25        }
26    }
27 }
28
```

## Player.cs

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2 using System.Collections.Generic;
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4 using System;
5
6 public class Player : MonoBehaviour
7 {
8     [SerializeField] private GameManager gameManager;
9
10    private bool isMoveStop;
11
12    // Start is called before the first frame update
13    void Start()
14    {
15        //初期状態は動けるように
16        isMoveStop = false;
17
18        //通知を受ける設定をする
19        gameManager.OnEventNotification += StopMove;
20    }
21
22    // Update is called once per frame
23    void Update()
24    {
25        if (!isMoveStop)
26        {
27            //入力取得
28            float horizontal = Input.GetAxisRaw("Horizontal");
29            float vertical = Input.GetAxisRaw("Vertical");
30
31            //移動ベクトル
32            Vector3 move = new Vector3(horizontal, vertical, 0f).normalized;
33
```

```
34     //移動
35     transform.Translate(move * 5f * Time.deltaTime);
36 }
37 }
38
39 private void StopMove(DateTime dt)
40 {
41     //動けないようにする
42     Debug.Log("Player側が通知を受け取りました");
43     Debug.Log(dt);
44     isMoveStop = true;
45 }
46 }
47
```

## Enemy.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using System;
5
6 public class Enemy : MonoBehaviour
7 {
8     [SerializeField] private GameManager gameManager;
9
10    private bool isLogStop;
11
12    // Start is called before the first frame update
13    void Start()
14    {
15        //出力する
16        isLogStop = false;
17
18        //通知を受ける設定をする
19        gameManager.OnEventNotification += StopMove;
20    }
21
22    // Update is called once per frame
23    void Update()
24    {
25        if (!isLogStop)
26        {
27            //出力
28            Debug.Log("てきだー");
29        }
30    }
31
32    private void StopMove(DateTime dt)
33    {
```

```
34     //出力を止める
35     Debug.Log("Enemy側が通知を受け取りました");
36     isLogStop = true;
37 }
38 }
39
```