

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.Events;
5
6 public class EventManager : MonoBehaviour
7 {
8     public delegate void Bark();
9     public event Bark OnBark;
10
11     void Update()
12     {
13         if (Input.GetKeyDown(KeyCode.Space))
14         {
15             Debug.Log("Bark");
16             OnBark?.Invoke();
17         }
18     }
19 }
20
```