Frames Per Second

From the “Frames Per Second” tutorial at

<https://catlikecoding.com/unity/tutorials/frames-per-second/>

Goals:

* Use physics to create an ever-growing atomic nucleus.
* Use the profiler to investigate performance.
* Measure and display the frame rate.
* Prevent the creation of temporary strings.
* Stabilize the frame rate by averaging multiple frames.
* Colorize the frame rate display.

Require Component:

By using the attribute [RequireComponent(typeof(…))] before a class, the unity engine will attach the specified component automatically. This can be used to auto-initialize game objects.

Rigid Bodies:

Used to interact with the physics part of the unity engine. This allows attaching forces to object and having them collide with each other.

User Interface:

By creating a canvas object and attaching a panel to it. Things such as numbers can be drawn to the screen. A text object needs to be attached into the panel, and the text of the label must be set. Colors can also be set on the text object.