Unity resources:

ScriptableObjects:

<https://www.youtube.com/watch?v=VtuSKmfrFDU> to watch

<https://itchyowl.com/scriptableobjects-part-2/> useful for larger systems

Design Principles:

<https://www.youtube.com/watch?v=eIf3-aDTOOA> great tiips, rewatch

<https://medium.com/@adamramberg/create-better-code-using-delegates-and-extension-methods-in-unity-6d14256ca4d5> extensions and delegates

Other Unity:

<https://learn.unity.com/tutorial/events-uh#5c894782edbc2a1410355442> basic UnityEvents, consider this versus the custom event system.

<https://www.youtube.com/watch?v=r7VkbV0PRC8> unit testing in unity

<https://www.youtube.com/watch?v=Q8Cw8UvgRYc> unit testing in unity to watch

<https://answers.unity.com/questions/310847/how-to-create-instance-of-scriptableobject-and-pas.html> dependency injection for scriptableobjects, monobehaviours. Second answer is solid

<https://learn.unity.com/tutorial/create-an-ability-system-with-scriptable-objects#5cf5ecededbc2a36a1bd53b7> example for an ability system

<https://forum.unity.com/threads/creating-a-unique-and-usable-item-id.424645/> GUID

<https://learn.unity.com/tutorial/ui-components?signup=true#5c7f8528edbc2a002053b4d4> UI components

<https://forum.unity.com/threads/how-to-write-a-custom-layout.383949/> custom layouts