Games As Software

**Systems:** loops that help make games work

Examples:

Unity’s gameplay loop

Player Health System

Player Controller

**Behaviors :** something an entity in our game can do (i.e run, shoot, apply damage)

Methods(works like a function)

Must be declared just like a variable

It has input(arguments) and output(return value)

Void methods don’t need to do an output, helps be explicit as to what to expect

Always put comments in your code

Scriptable Object” a class you can derive if you want to create objects that don’t need to be attached to game objects

Benefits:

They let you package data as an asset

They let you share data as an asset that all objects can interact with

Downside:

Can’t add components

Cant evaluate on every frame

Their focus is data

Must inherit from Scriptable Objects class