**Co-Routine Lab**

There was very little in the way of difficulty when completing this lab. In terms of completing the assignment specifications everything went very smoothly. I have not had much experience working with co-routines but utilizing them for this assignment caused no trouble at all.

As for performance my personal desktop (which I used for this assignment) is capable and ran into zero issues reaching the 3,000 number of spheres spawned. Though my hardware was up to task, I did experience noticeable slowdown inside the unity application itself. I have experienced this slowdown in editor before, but not quite at this speed. After some investigation I found that I forgot to remove a debug log statement inside of my material change script. So, for every sphere spawned I was printing a log statement 10 times every second. A couple thousand spawned spheres later and I am printing tens of thousands of debug log statements a second. Removing the debug log statements improved performance considerably.

With the improved performance, almost no slowdown could be observed. As I type this the unity editor is about to reach 7,000 spheres spawned with no signs of hitting the cap anytime soon. Below you will see a screenshot of my system resources along with the unity editor showing as much.



