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| Problem | Solution |
| Pemanggilan FindObjectOfType (GameController.cs line 55-58) sangat berat jika ditaruh di method Update   |  | | --- | | void Update()  {  FindObjectOfType<UIController>().SetScore(score);  } | | Ganti dengan singleton dan pemanggilan dilakukan saat ai mendapatkan reward saja (Reward.cs line 8-17)   |  | | --- | | void OnTriggerEnter(Collider otherCollider)  {  if(otherCollider.tag == "Player")  {  GameController.Instance.score++;  UIController.SetScore(GameController.Instance.score);  Destroy(gameObject);  }  } | |
| Problem | Solution |
| Class GameField,GameController,AstarPathFinding tidak menurun dari class Singleton | inherit Class GameField,GameController,AstarPathFinding dengan class Singleton lalu mengganti FindObjectOfType dengan pemanggilan singleton |

OPTIMIZE