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| Problem | Solution |
| Calling FindObjectOfType (GameController.cs line 55-58) is very heavy if placed in the Update method   |  | | --- | | void Update()  {  FindObjectOfType<UIController>().SetScore(score);  } | | Replace with a singleton and the call is made when ai gets a reward only (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 |
| The Game Field,Game Controller,Astar PathFinding classes are not descended from the Singleton class | Inherit Class GameField,GameController,AstarPathFinding with class Singleton then replace FindObjectOfType with singleton call |

OPTIMIZE