

# Prerequisites

Before taking this class, you should have some familiarity with the following topics in C#:

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## C#

- Basic data types (bool, int, float)
  - Variables and Functions
  - Conditionals (if/then/else, switch)
  - Loops (for and foreach)
  - Scope and Access Modifiers (public, private, virtual/override, static)
  - Arrays
  - Generic List
  - Classes and Inheritance
  - Enumerations
  - Coroutines
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You should also have some familiarity using the Scripting API with the following Unity Engine components:

## Unity Engine

- MonoBehaviour
- GameObject
- Transform
- Vector2/Vector3
- Component
- UI Components(RectTransform, Text, Image)
- Input
- Camera
- AudioClip/AudioSource
- Color
- Time

