Part 2

- Unity's Component-based workflow
- Creating and Destroying GameObjects
- Using Prefabs
- Referencing (Game)Objects
- Help? Discord!

Unity's Component-based workflow

‹ Player Object in Inspector view

• Inspector shows all components per GameObject

• Every item here is a component:

    Transform / Player (Script) / Capsule Collider

• Every component can be referenced by script:

```
public GameObject playerObject;

Transform tf = playerObject.GetComponent<Transform>();
Player playerScript = playerObject.GetComponent<Player>();
CapsuleCollider2D cc2D = playerObject.GetComponent<CapsuleCollider2D>();
```