





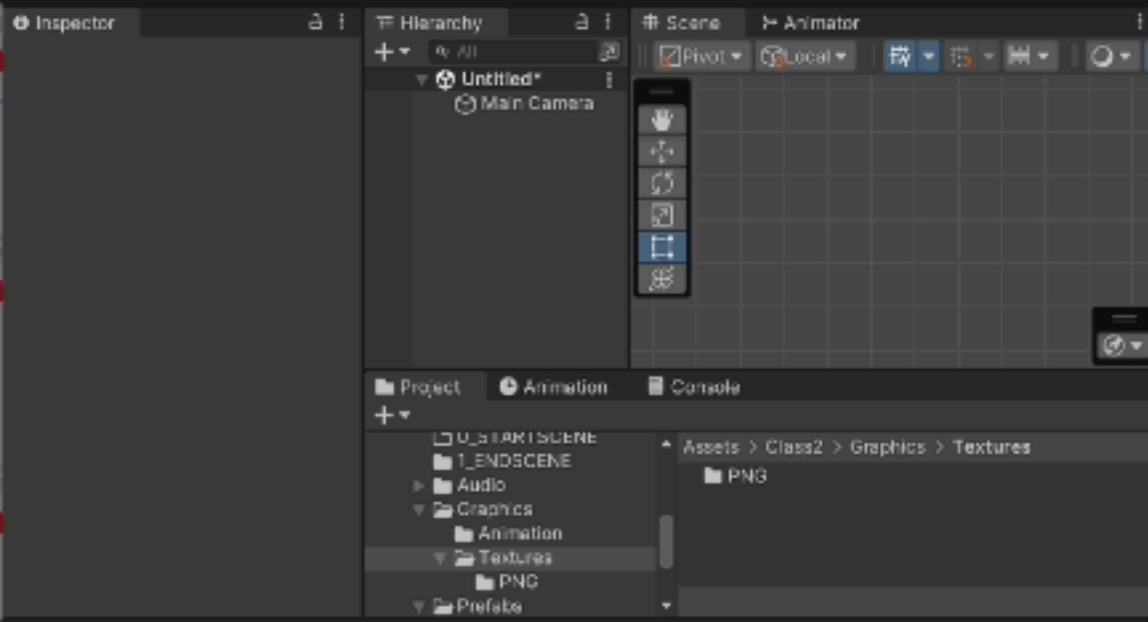
Method 1: Drag into scene view

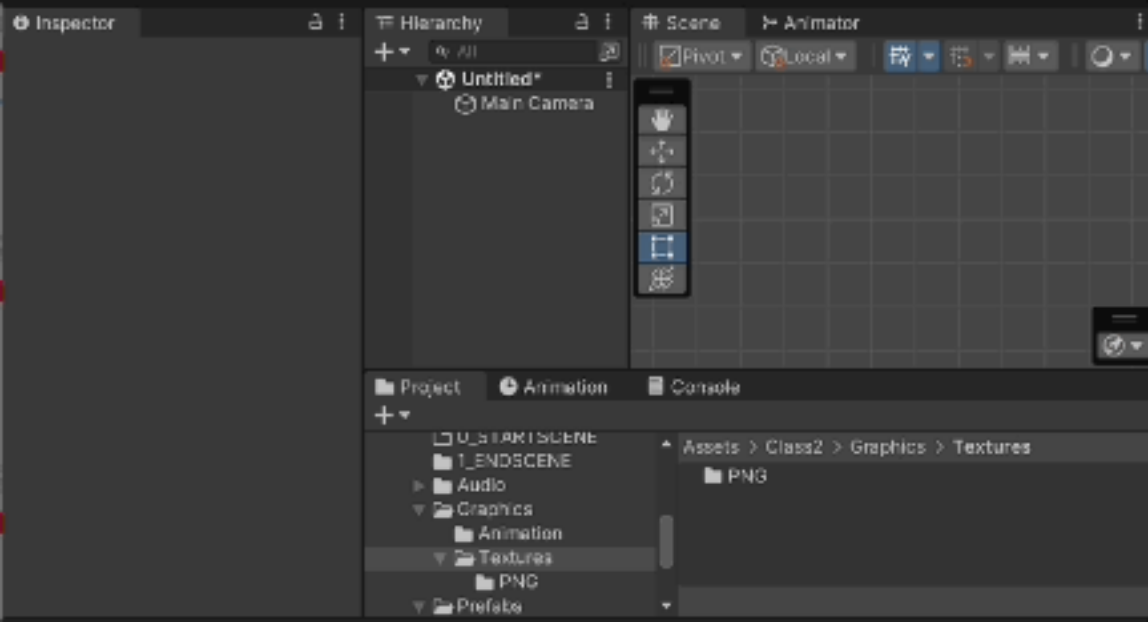
Method 2: By script

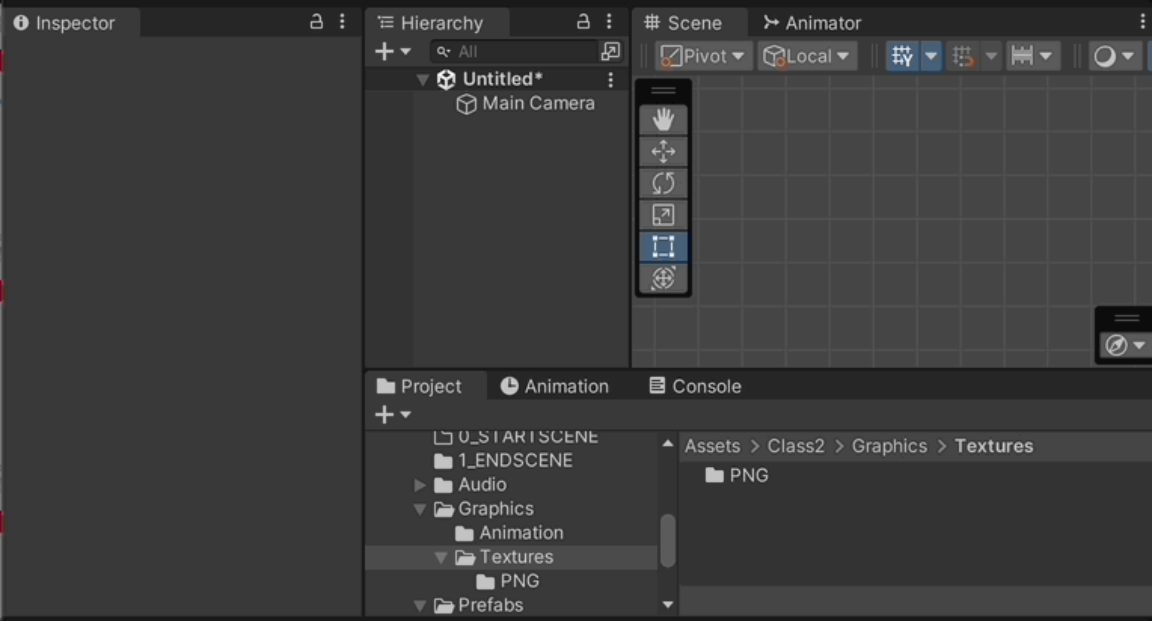
```
public Enemy enemyPrefab;  
private List<Enemy> spawnedEnemiesList;  
  
public void SpawnEnemy()  
{  
    Enemy newEnemy = Instantiate(enemyPrefab);  
    spawnedEnemiesList.Add(newEnemy);  
}  
  
public void DestroySpecificEnemy(Enemy specificEnemy)  
{  
    if (spawnedEnemiesList.Contains(specificEnemy)){  
        spawnedEnemiesList.Remove(specificEnemy);  
        Destroy(specificEnemy);  
    }  
}
```

tip: keep lists of things you've spent

Tip: dragging a sprite into a scene will create a new object



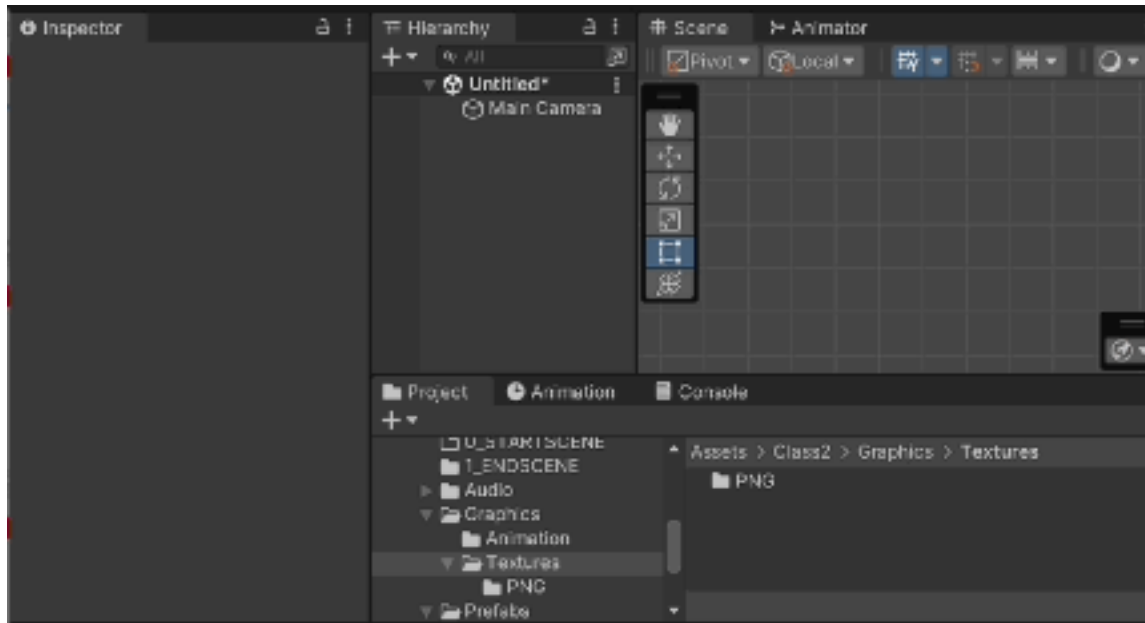




Creating and Destroying GameObjects

Method 1: Drag into Scene view

Tip: dragging a Sprite into a scene will create a new game object



Method 2: By script

tip: keep lists of things you've spawned

```
public Enemy enemyPrefab;
private List<Enemy> spawnedEnemiesList;

public void SpawnEnemy()
{
    Enemy newEnemy = Instantiate(enemyPrefab);
    spawnedEnemiesList.Add(newEnemy);
}

public void DestroySpecificEnemy(Enemy specificEnemy)
{
    if (spawnedEnemiesList.Contains(specificEnemy)) {
        spawnedEnemiesList.Remove(specificEnemy);
        Destroy(specificEnemy);
    }
}
```



Using Prefabs

- Prefab editing
- Dragging prefabs into a scene

