Arrays

- Very fast lookup
- Useful for very big collections
- Serializes (shows up in Inspector)
- Not very flexible
- Difficult to find specific elements (only by index)

```
// Array
public GameObject[] gameObjectsArray;
```

Lists

- Not very fast lookup
- Useful for small to medium sized collections
- Serializes (shows up in Inspector)
- Flexible
- Find, Add and Remove specific elements by reference

```
// List
public List<GameObject> gameObjectsList;
```