







Custom class + data as  
physical file on computer

Works like a struct

Serializes (shows up in  
Unity Inspector)



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using UnityEngine;
public class EnemyStatsSO : ScriptableObject
{
    public float enemySpeed;
    public float enemyJumpVelocity;
}
```

# ScriptableObjects

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## 3. Timers and Events

- Quick Timer in Update
- Time.deltaTime
- Coroutines
- InvokeRepeating
- Events & Listeners

