







?? fast

Useful for data associations

Does not serialize (Cannot  
configure in Inspector)

Not very flexible

Easy to find specific  
elements



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

// Array
private GameObject[] gameObjectsArray;

// Dictionary
private Dictionary<int, GameObject>
numberedGameObjectDictionary;
```

# Dictionaries

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# ScriptableObjects

Custom class + data as  
physical file on computer

Works like a struct

Serializes (shows up in  
Unity Inspector)

