







Not too fast

Useful for small to medium  
sized collections

Serializes (shows up in  
Inspector)

Flexible

Find, Add and Remove  
specific elements by  
reference



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

// Array
private GameObject[] gameObjectsArray;

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

# Lists

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Useful for small to medium sized collections

Serializes (shows up in Inspector)

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Find, Add and Remove specific elements by reference

```
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private List<GameObject> gameObjectsList;

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```



# Dictionaries

?? fast

Useful for data associations

Does not serialize (Cannot  
configure in Inspector)

Not very flexible

Easy to find specific  
elements

