Unity's Component-based workflow
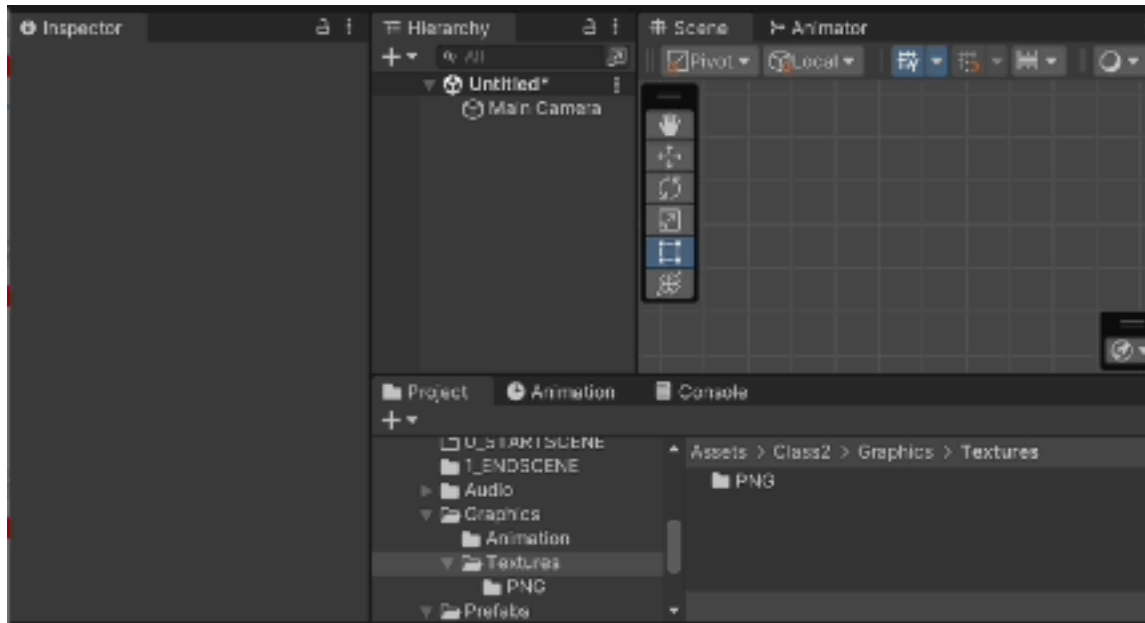

- Inspector shows all components per GameObject
(<- e.g. Transform, Player.cs script, CapsuleCollider2D, Rigidbody2D).

- Every component can be referenced by script

- Every GameObject can be referenced by a component on it

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

```csharp
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);

    }

}
```