

Unity's Component-based workflow



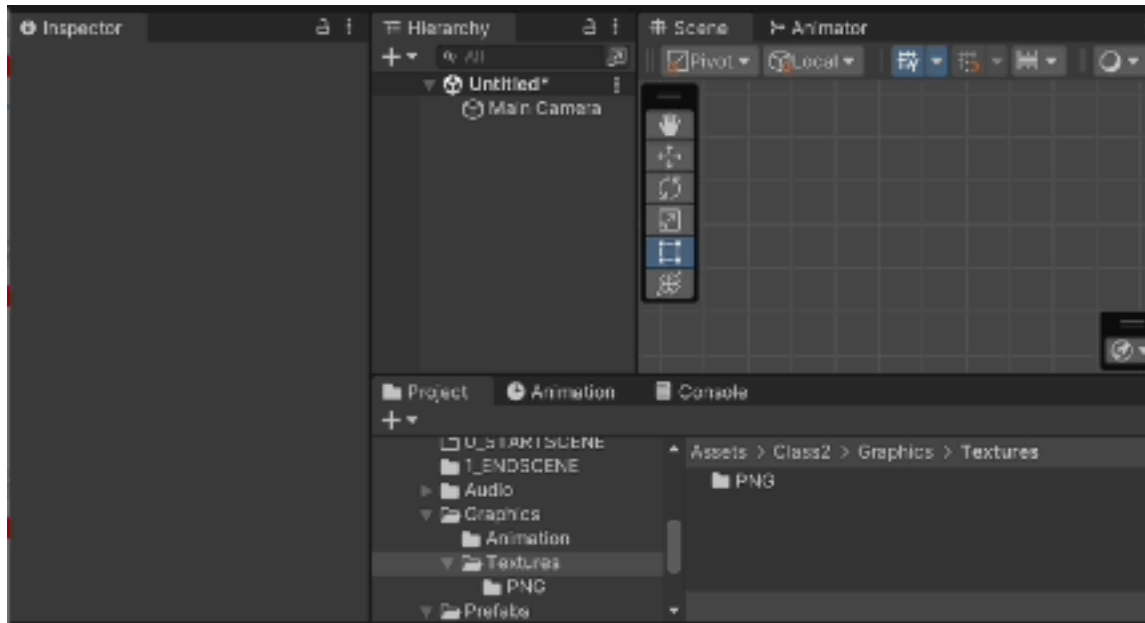
- Inspector shows all components per GameObject
(← e.g. Transform, Player.cs script, CapsuleCollider2D, Rigidbody2D).
- Every component can be referenced by script
- Every GameObject can be referenced by a component on it



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

```
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);
    }
}
```

