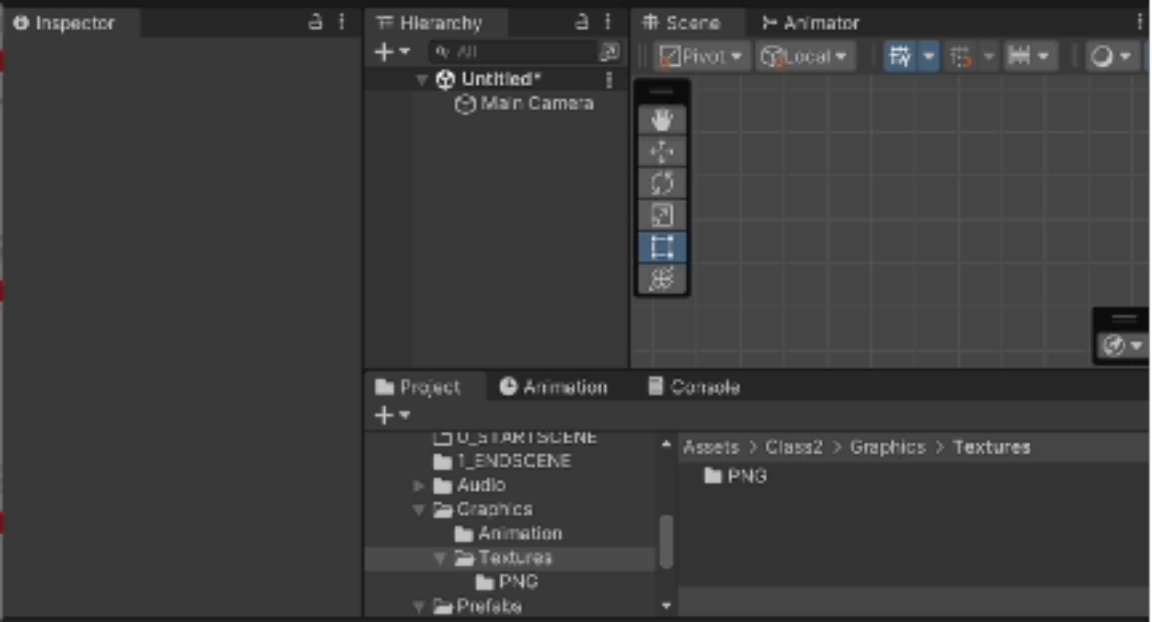
Method 1: Drag into Scene view

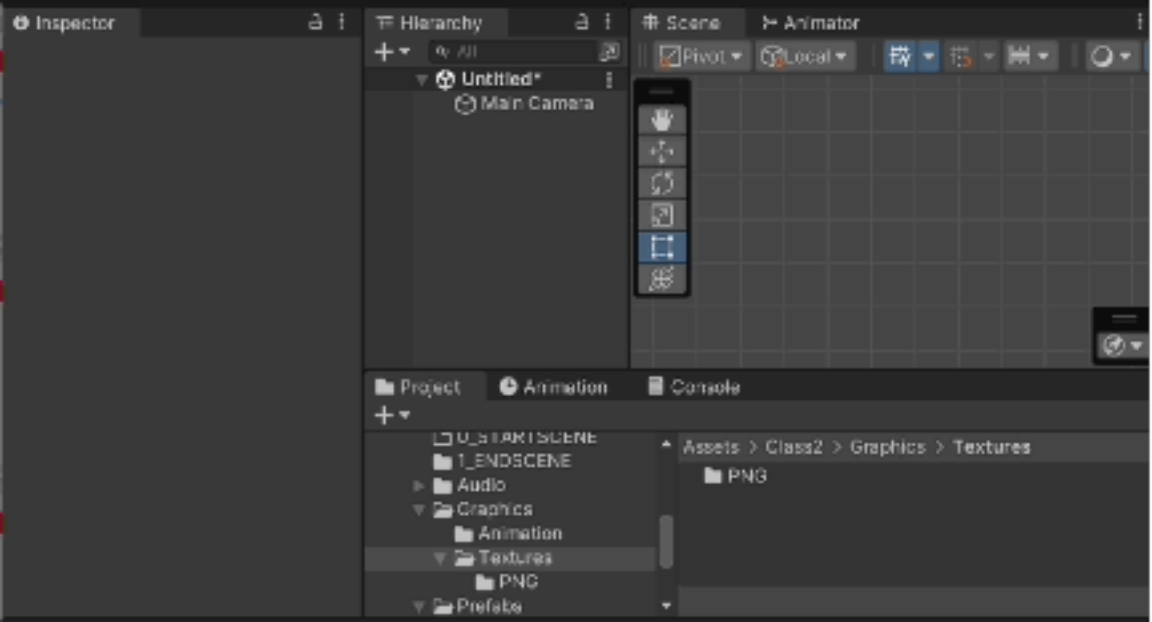
Method 2: By script

```
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);
    }
}
```

tip: keep lists of things you've spawned

Tip: dragging a Sprite into a scene will create a new game object


Inspector
Hierarchy
All
Untitled*
Main Camera
Scene
Animator
Pivot
Local
Project
Animation
Console
1_ENDSCENE
Audio
Graphics
Animation
Textures
PNG
Prefabs
Assets > Class2 > Graphics > Textures
PNG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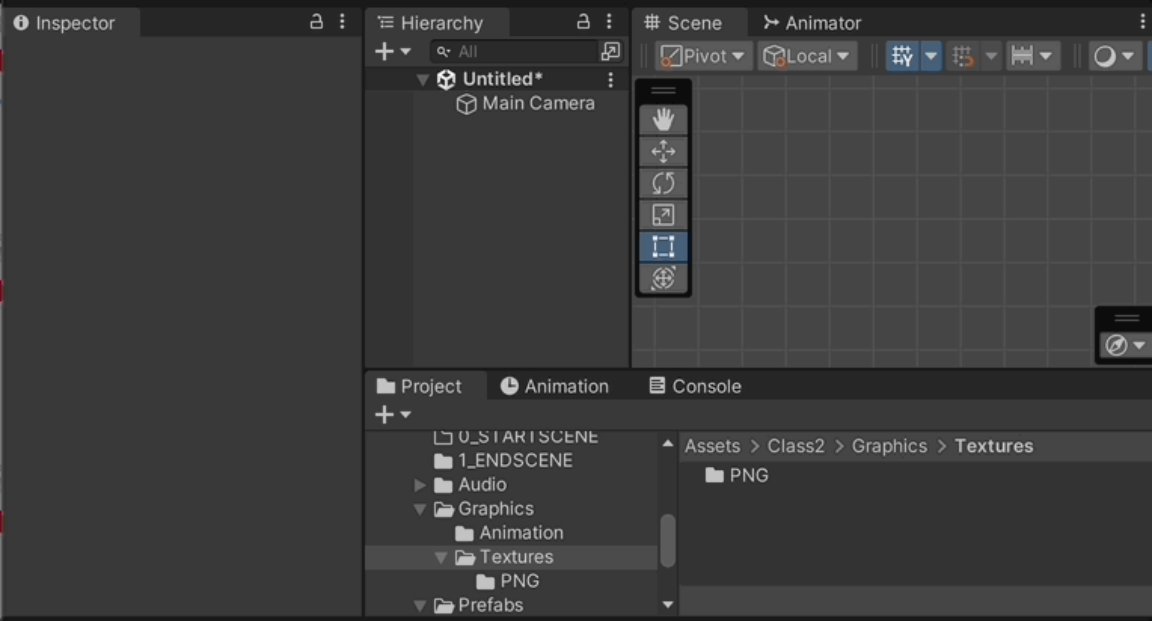
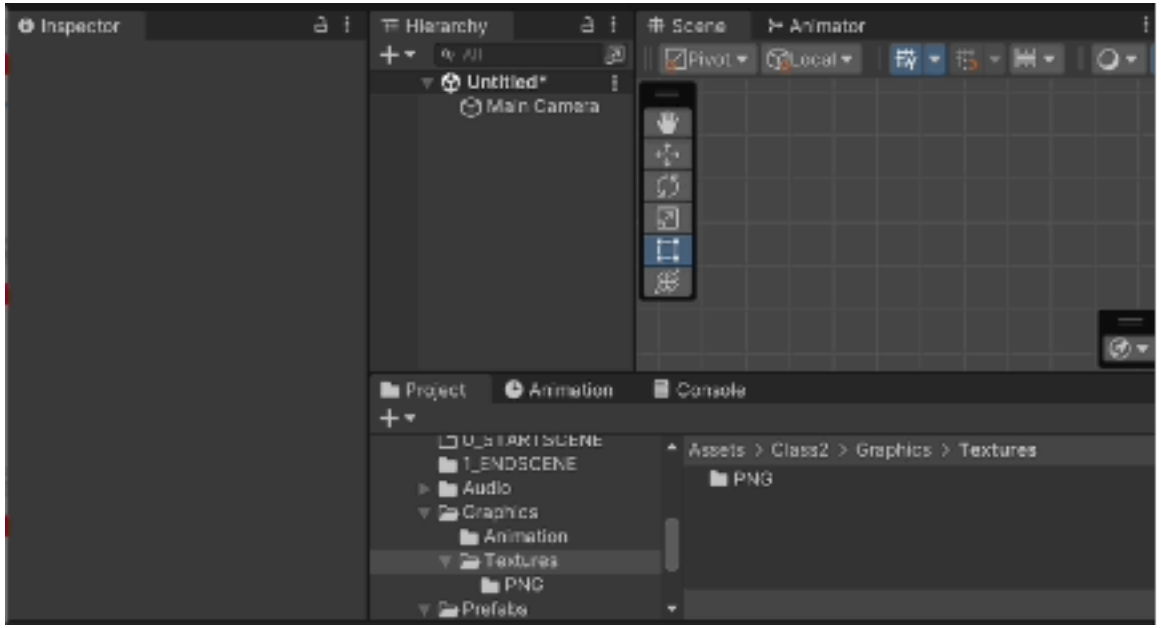

Inspector
Hierarchy
All
Untitled*
Main Camera
Scene
Animator
Pivot
Local
Project
Animation
Console
0_STARTSCENE
1_ENDSCENE
Audio
Graphics
Animation
Textures
PNG
Prefabs
Assets > Class2 > Graphics > Textures
PNG

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

```
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private List<Enemy> spawnedEnemiesList;

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        spawnedEnemiesList.Remove(specificEnemy);
        Destroy(specificEnemy);
    }
}
```
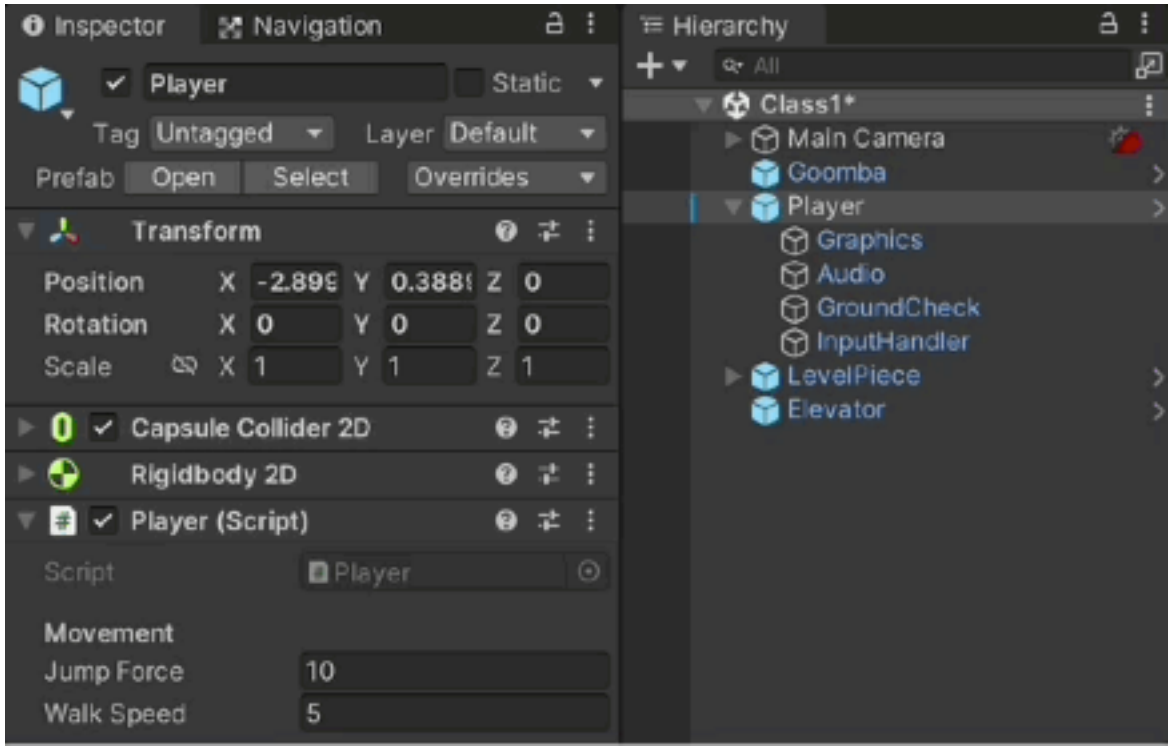

Using Prefabs

- Prefab editing
- Dragging prefabs into a scene