

Dictionaries

- Fast lookup
- Useful for data associations
- Does not serialize (Cannot configure in Inspector)
- Not very flexible
- Easy to find specific elements

```
// Dictionary
public Dictionary<int, string> numberedStringDictionary;

private void Start()
{
    numberedStringDictionary.Add(0, "text");
    numberedStringDictionary.Add(3, "another text");
    numberedStringDictionary.Add(25, "yet another text");

    if(numberedStringDictionary.TryGetValue(3, out string result))
    {
        Debug.Log(result); //: "another text"
    }
}
```

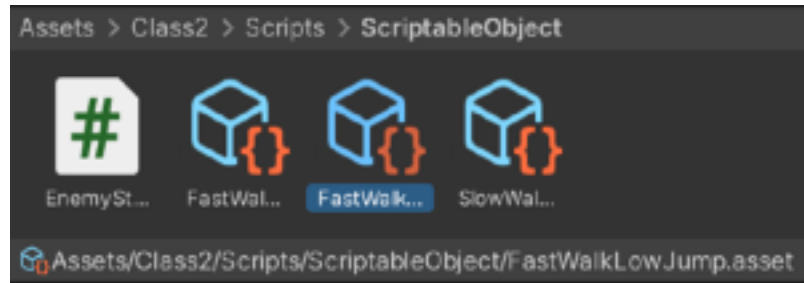


ScriptableObjects

- Configurable data class
- Serializes (shows up in Unity Inspector)
- Physical file

```
using UnityEngine;

[CreateAssetMenu(menuName = "EnemyStats")]
public class EnemyStatsSO : ScriptableObject
{
    public float enemySpeed;
    public float enemyJumpVelocity;
}
```



SO becomes a physical file
on your computer

