







- Prefab editing
- Dragging prefabs into a scene



**Inspector** **Navigation**

☒ **Player** ☐ **Static**

Tag **Untagged** Layer **Default**

Prefab **Open** **Select** **Overrides**

**Transform**

Position	X	-2.895	Y	0.388	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

☒ **Capsule Collider 2D**

☒ **Rigidbody 2D**

☒ **Player (Script)**

Script **Player**

**Movement**


Jump Force	10
Walk Speed	5

**Hierarchy**

+ All

- Class1\*
  - Main Camera
  - Goomba
  - Player**
  - Graphics
  - Audio
  - GroundCheck
  - InputHandler
  - LevelPiece
  - Elevator

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Inspector

Navigation



☒ Player ☐ Static

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Layer

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Prefab

Open

Select

Overrides



Transform

Position

X

-2.899

Y

0.3889

Z

0

Rotation

X

0

Y

0

Z

0

Scale

X

1

Y


1

Z


1



☒ Capsule Collider 2D



☐ Rigidbody 2D



☒ Player (Script)

Script

Player

Movement


Jump Force

10


Walk Speed

5


Hierarchy




All




Class1\*




Main Camera




Goomba




Player




Graphics




Audio




GroundCheck



InputHandler



LevelPiece

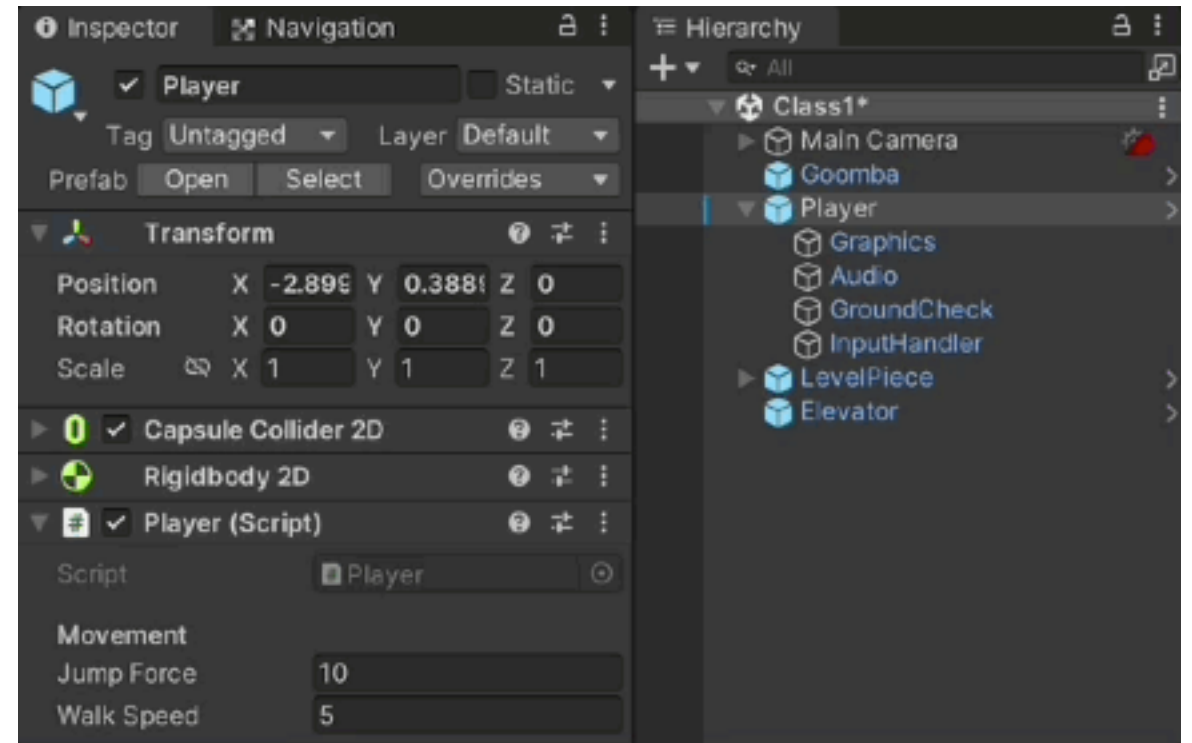


Elevator



# Using Prefabs

- Prefab editing
- Dragging prefabs into a scene



# Referencing (Game)Objects – Public variables

- If you make a variable public, it will show up in the Inspector view
- Use this for referencing other objects
- **Warning:** Don't drag scripts from Project view into the Inspector view!  
Always use scripts that are already in the scene.

