

## Part 2

- Unity's Component-based workflow
- Creating and Destroying GameObjects
- Using Prefabs [TODO]
- Referencing (Game)Objects



# 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

