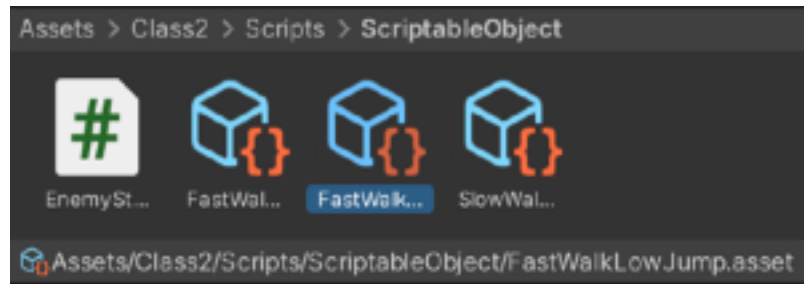


# ScriptableObjects

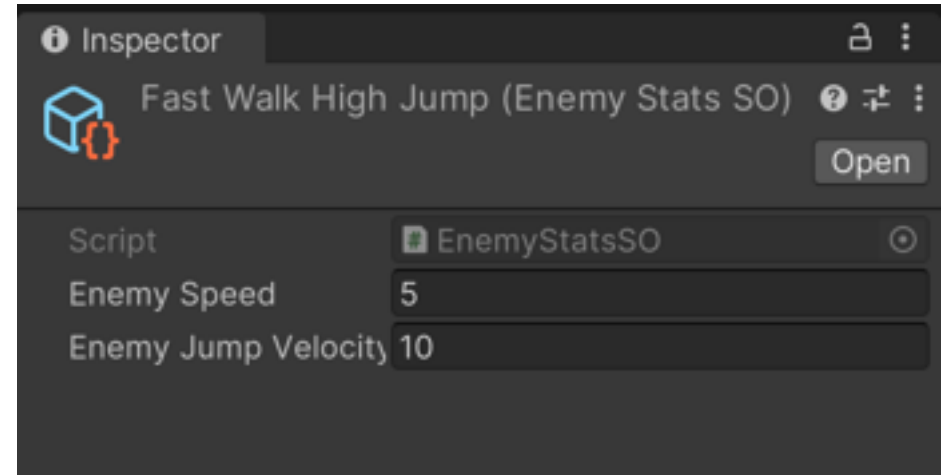
- Configurable data class
- Serializes (shows up in Unity Inspector)
- Physical file

```
using UnityEngine;

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



SO becomes a physical file  
on your computer



## 3. Timers and Events

- Quick Timer in Update
- Time.deltaTime
- Coroutines
- InvokeRepeating
- Events & Listeners

