Module
Unity 2D Basics

Lesson
Unity 2D Basics

Lecture
Scripts as Components

In the previous lecture, we talked about customizing a game object's state and behavior with components

In addition to the set of components Unity provides, we can write custom scripts to attach as components

- Recap
  - Scripts are essentially custom components we can attach to game objects
  - We can attach scripts to multiple game objects to give them the same behavior