Module
Classes and Objects

Lesson
Classes and Objects

Lecture
Classes and Objects in Unity

As a general rule, the scripts we create in Unity are actually classes

Each script we attach to a game object in the Unity scene is an instance of that class (an object)

It turns out that we won't use constructors to create objects in our Unity games, but we'll learn the details in the next module!

- Recap
  - Scripts in Unity are almost always classes
  - Scripts attached as components to game objects are instances of the class (objects)