

## CEE6 Assign Scriptable Objects to Prefabs the easy way

In this project, the Game Designer is very fascinated by the idea of tweaking a lot of different variables and has made a handful of different data sets that the Game Designer wants to test out on the different enemies. But the Game Designer mentioned that it's quite an annoying process of constantly finding the different Scriptable Objects and assigning them to the right prefab before being able to test them. So you decide to make an Editor tool that makes this process much easier.

### Exercise

- Create a class named Enemy and a Scriptable Object named EnemyStat
- The Enemy class should have one field that is a reference to the EnemyStat scriptable object.
- Create 3 different prefabs (fx Goblins, Orc, & Demons) each with the Enemy script attached.
- Create 3 different EnemyStat Scriptable Objects for each of the three enemies you created (so 9 in total)
- Create a Editor Window called EnemyStatController
- In this Editor Window create a list that will contain a UI element for each Enemy you have in the project.
- In this Enemy UI element draw a button for each of the different Scriptable Objects you have created for the enemies
- When clicking one of these buttons the Editor Window should automatically assign that Scriptable Object to the prefab.
- It's up to you to figure out how you would connect the EnemyStat Scriptable Object to the Enemy Type.

### Example:

In this case, the Editor window should have a list of three enemies and a button for each Scriptable Object. So a simple mock-up would look something like this:

|         |         |         |          |
|---------|---------|---------|----------|
| Goblins | [Stat1] | [Stat2] | [State3] |
| Orc     | [Stat1] | [Stat2] | [State3] |
| Demons  | [Stat1] | [Stat2] | [State3] |

### Optional Exercises:

1. In your solution what would happen if the Game Designer decided to add a fourth enemy type? How would you handle that in your tool?
2. In the same way, what if there are different amounts of Scriptable Objects for each Enemy type, how would your tool handle that?