# Lab01 Questions

1. What is the purpose of the Editor folder?
2. For editor scripts. The folder is not included in builds and editor scripts only function if in this folder
3. Menu items can be added to the inspector using what statement?
4. [MenuItem()]
5. What must you watch out for when adding menu items?
6. Overriding existing menu items
7. How do you attach an action to a menu item?
8. By using the statement as an attribute to a method
9. What is the purpose of AssetDatabase.Refresh()?
10. It refreshes the database so that unity knows any changes made to the assets of a project
11. What is the difference between a static asset and a dynamic asset?
12. Assets that are added during runtime
13. Why is it important to keep static and dynamic assets in different folders?
14. Because static assets are used to create dynamic
15. Think about your workflow, what would be your optimal folder structure/organization?
16. \_Scripts, Prefabs, Prefabs/Models, Materials, Materials/Shaders, Materials/Textures, Scenes, Sounds, Editor

# Lab01 Lab Report

# Introduction

Methods

Conclusion

Postlab

Code