

Code Examples

Key Points

- Scriptable Objects work like data assets
- They're ideal for creating global instances
- Common uses include data profiles, such as stats and settings

Code Example

1. using UnityEngine;
2. [CreateAssetMenu(menuName = "Stats Profile")]
- 3.
4. public class StatsProfile : ScriptableObject
5. {
6. public int strength = 10;
7. public int intelligence = 10;
8. public int dexterity = 10;
9. }