

Sam Fabra
100789656

Assets used:

Snowflake: <https://assetstore.unity.com/packages/2d/environments/2d-ice-world-106818>

Snowflake Object Pool

- The snowflake prefab is first loaded and cached in the SnowflakePool class
- The snowflake objects are then created and setActive(false) to keep in the pool
- The spawner then should set the snowflakes as active and then they are able to continue with their functionality, which is to target the player

UML Diagram for Object Pooling

