Coroutines

Coroutines: <https://docs.unity3d.com/Manual/Coroutines.html>

ScriptableObjects

Unity Introduction: <https://learn.unity.com/tutorial/introduction-to-scriptable-objects#>

Ability System: <https://learn.unity.com/tutorial/create-an-ability-system-with-scriptable-objects>

Character Select System: <https://learn.unity.com/tutorial/create-a-character-select-system-with-scriptable-objects>

Game Design Patterns

Source: <https://www.youtube.com/watch?v=hQE8lQk9ikE>

Singleton Pattern

Observer Pattern

Command Pattern

Component Pattern

Flyweight Pattern

State Pattern

SOLID Principles

Single Responsibility Principle

Video: <https://www.youtube.com/watch?v=Eyr7_l5NMds>

Open Closed Principle

Video: <https://www.youtube.com/watch?v=wYkzeKghjsI>

Liskov Substitution Principle

Video: <https://www.youtube.com/watch?v=eXPBR3WlRGY>

Interface Segregation Principle

Video: <https://www.youtube.com/watch?v=ll6bxQGkyCk>

Dependency Inversion Principle

Video: <https://www.youtube.com/watch?v=fGshe3ILKnA>

Variety of Other Patterns If Interested

<https://www.youtube.com/playlist?list=PLB5_EOMkLx_VOmnIytx37lFMiajPHppmj>