

Object Pooling Explanation

Object pooling was attempted for this final with the aim of increasing the number of enemies on screen at one time.

Success was found in adding the enemies to the object pool but the issue was activating the clones so that they would appear on screen

A separate script called Spawn trigger was created for this purpose. the script was supposed to spawn in the object upon collision.

In Terms of the object pooler code, the script was added to the game manager where we specify the size of the group as well as the specific prefab that we are adding to the object pool

