[Creating a custom component in Unity - Jezner Books](https://www.jezner.com/2025/01/21/creating-a-custom-component-in-unity/)

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I want to create a custom system in Unity whereby objects that should be saveable are given an ID when placed in the editor window. These are the steps I envision:   
  
1. Prefabs have a script that when placed, asks some Unity editor script for an ID.   
2. The unity editor script collates all the existing objects which should be saveable into a numerically ordered list of IDs. This should be managed by a SavegameManager object which manages a persistent list of IDs   
3. The script checks for any duplicate IDs, missing IDs, etc, and if there are none, it assigns the new object a new ID at the end of the ordered list.   
4. If it finds duplicates or missing, it gives every object a new ID starting from 0 to end in order and then gives the latest object an ID at the end of the ordered list. It then throws a dialogue saying that there were duplicate or missing saveIDs. "Would you like to correct?", which will sort it all out "but break savegames".   
5. In the inspector of each object, you can see its given ID greyed out in the inspector window somehow. IDs should be read-only to the user and given only by the script.   
6. There should be a tool to search for IDs.   
7. Ingame scripts will manage the saving/loading of attributes of saveable objects using Json files as savegames against the unique saveable ID. Is this the most efficient way?

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[Unity Architecture: GameObject Component Pattern | Medium](https://medium.com/@simon.nordon/unity-architecture-gameobject-component-pattern-34a76a9eacfb)