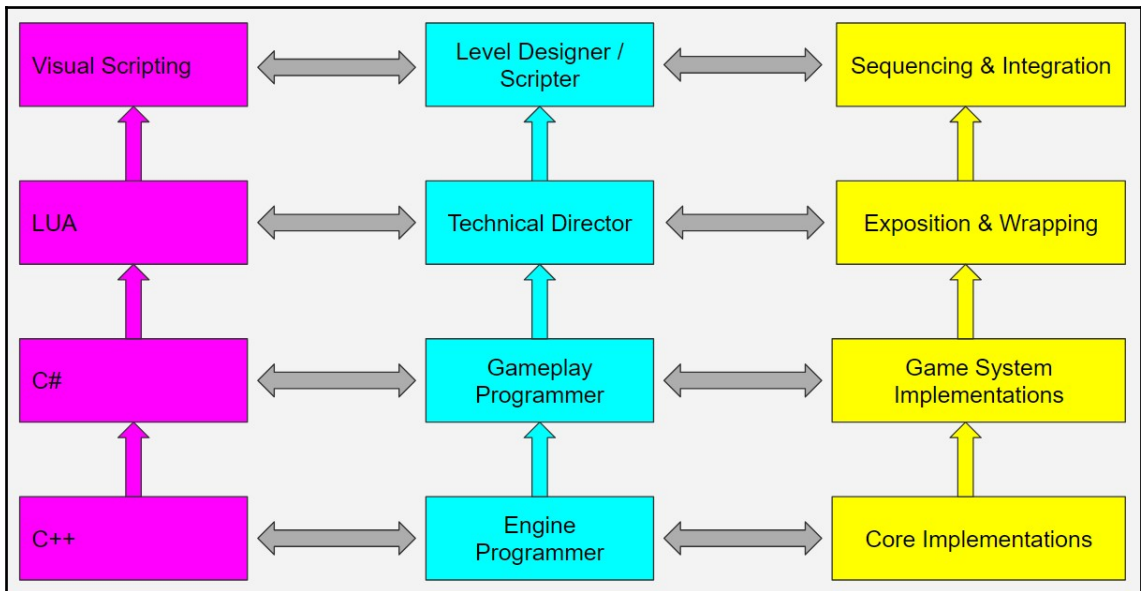
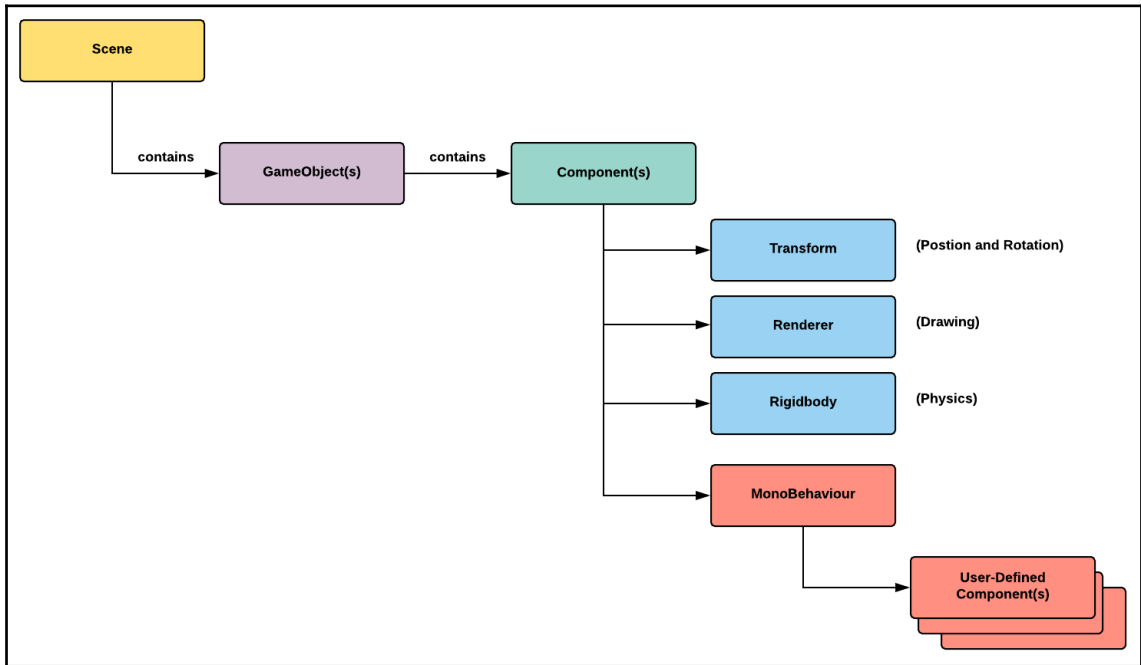
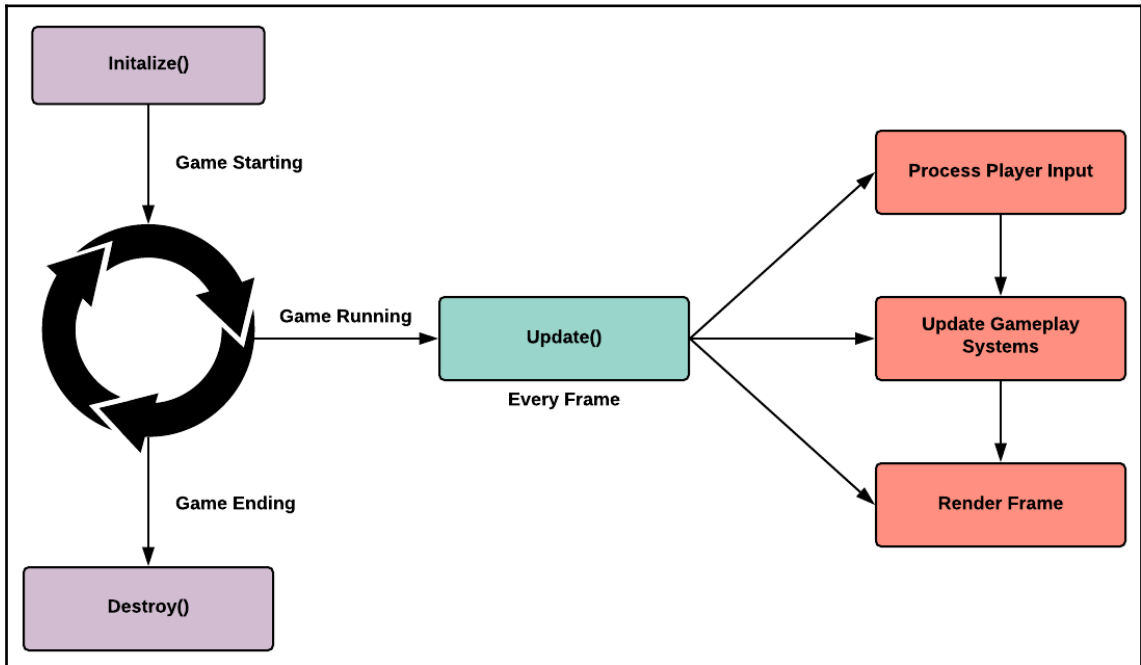


# Chapter 1: Unity Engine Architecture



## Chapter 2: Game Loop and Update Method



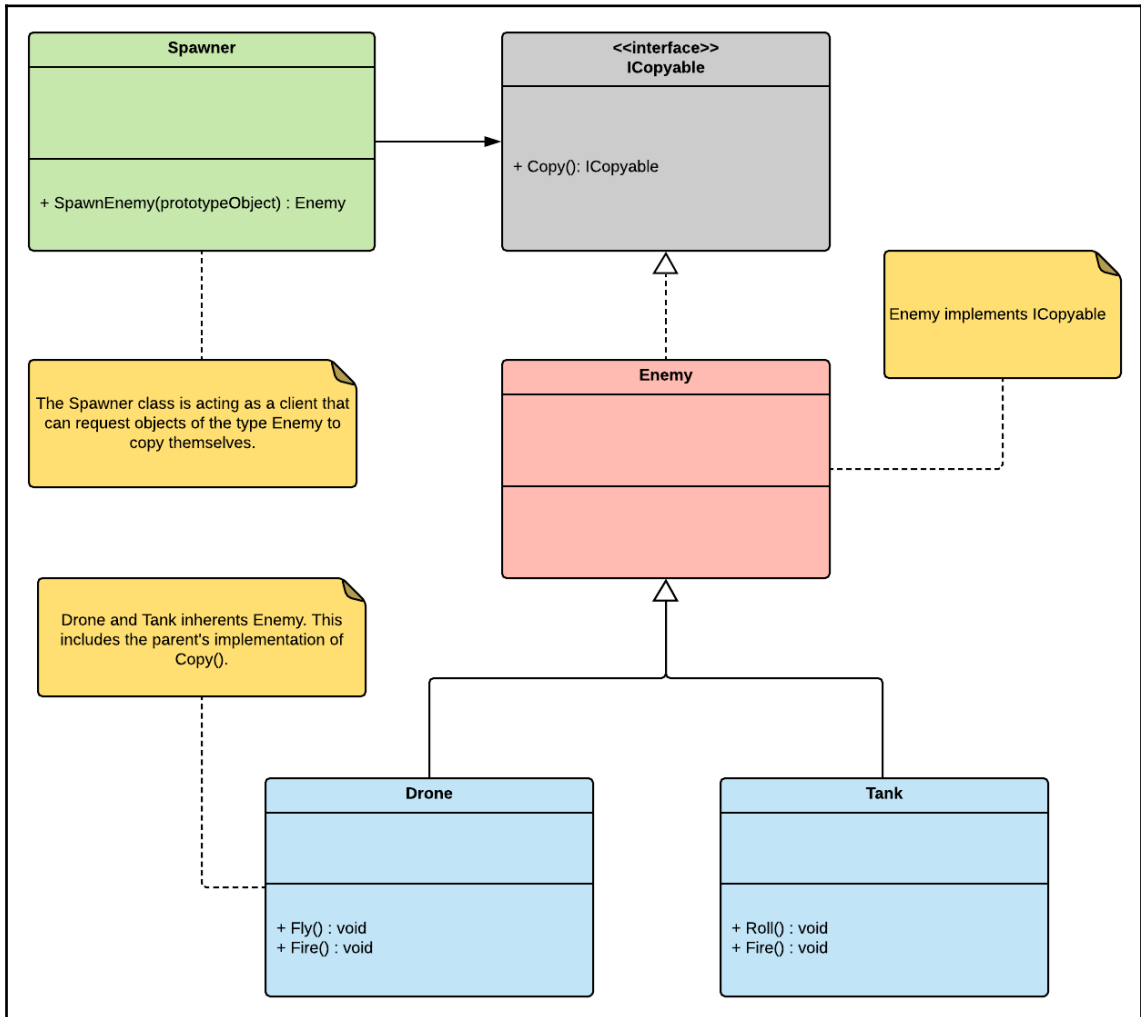
U = Update()

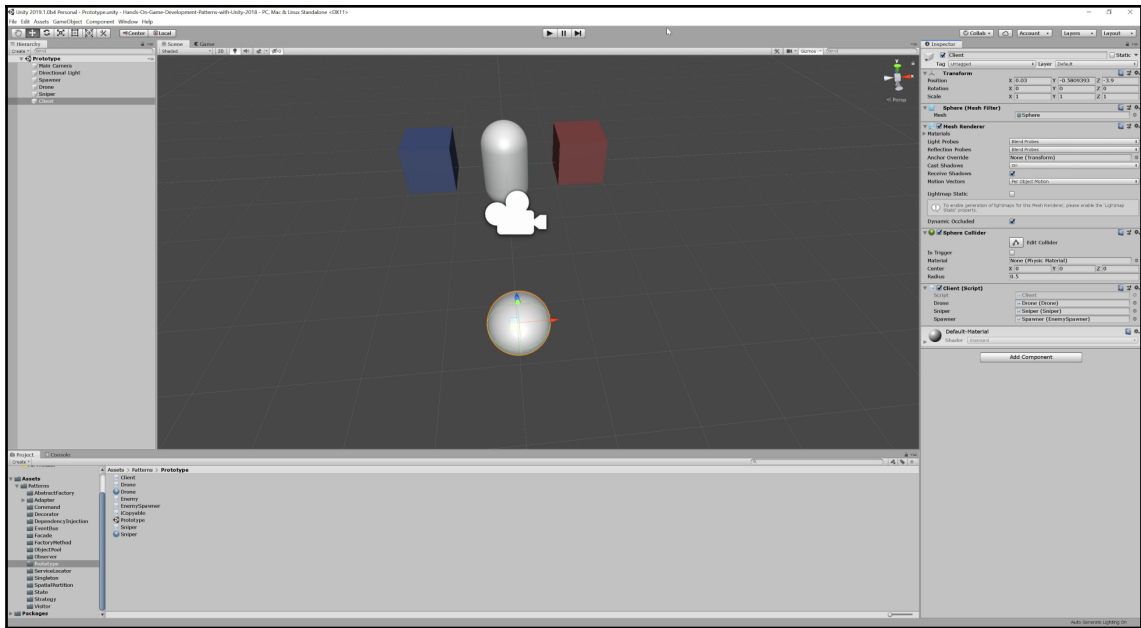
F = FixedUpdate()

-----U-----U---U-----U-----U-----> Time

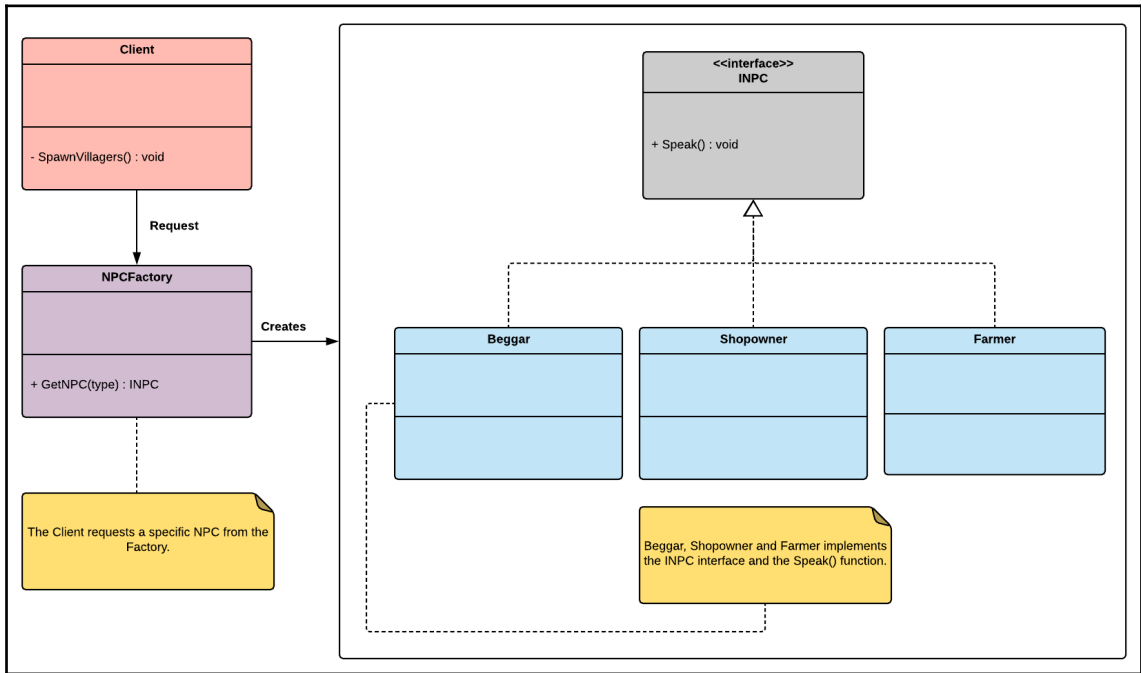
-----F-----F-----F-----F-----F----->

## Chapter 3: Prototype

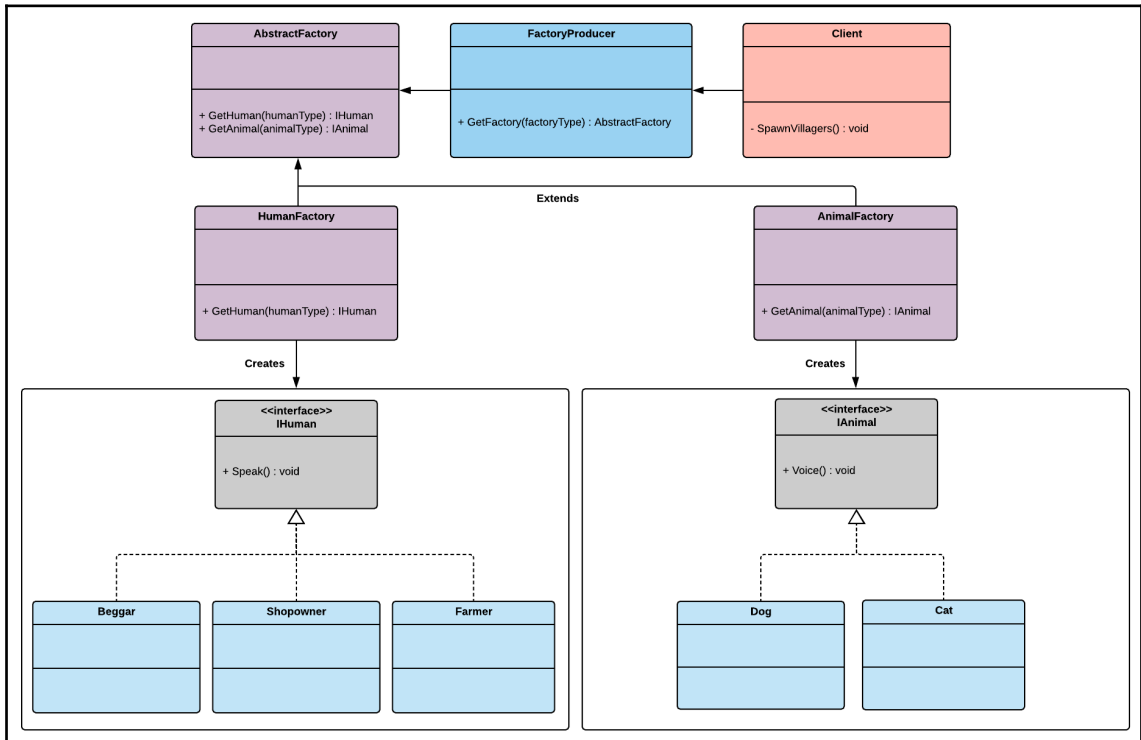




## Chapter 4: The Factory Method

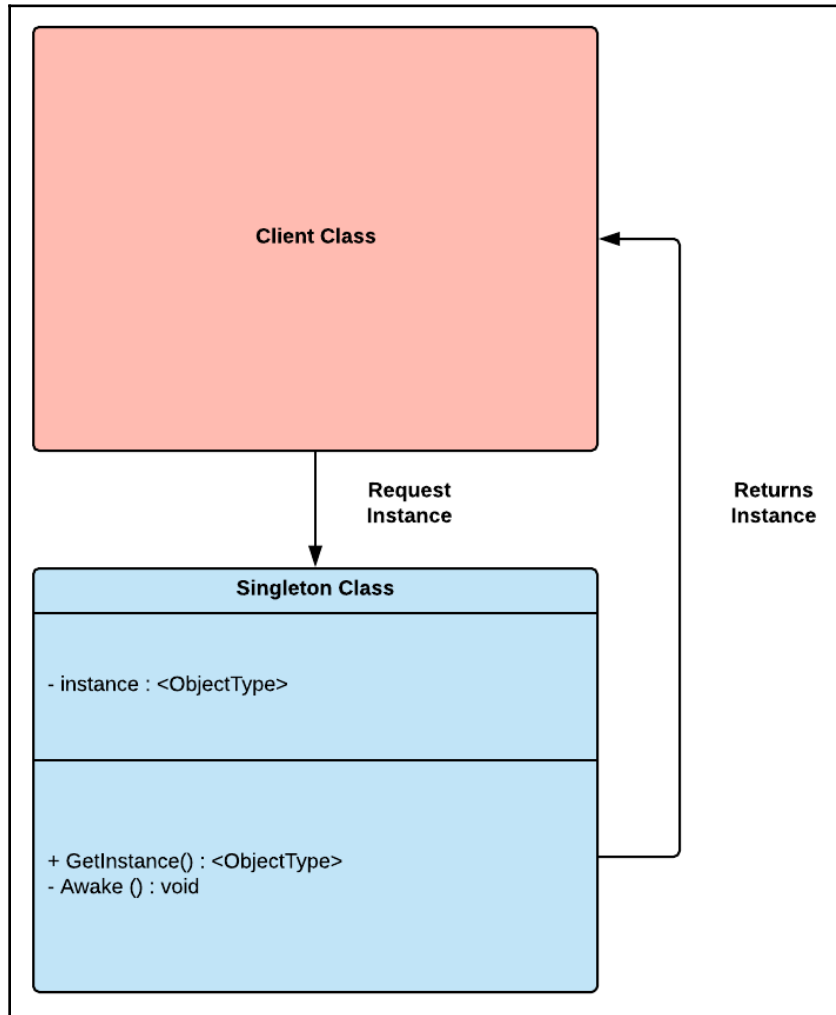


# Chapter 5: Abstract Factory



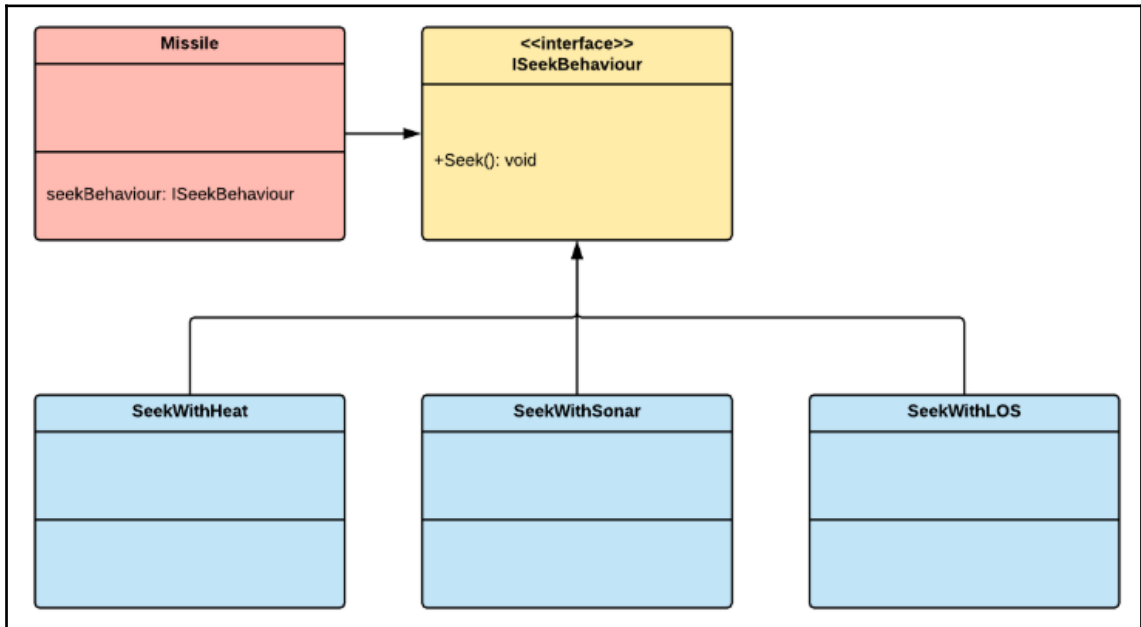
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## Chapter 6: Singleton



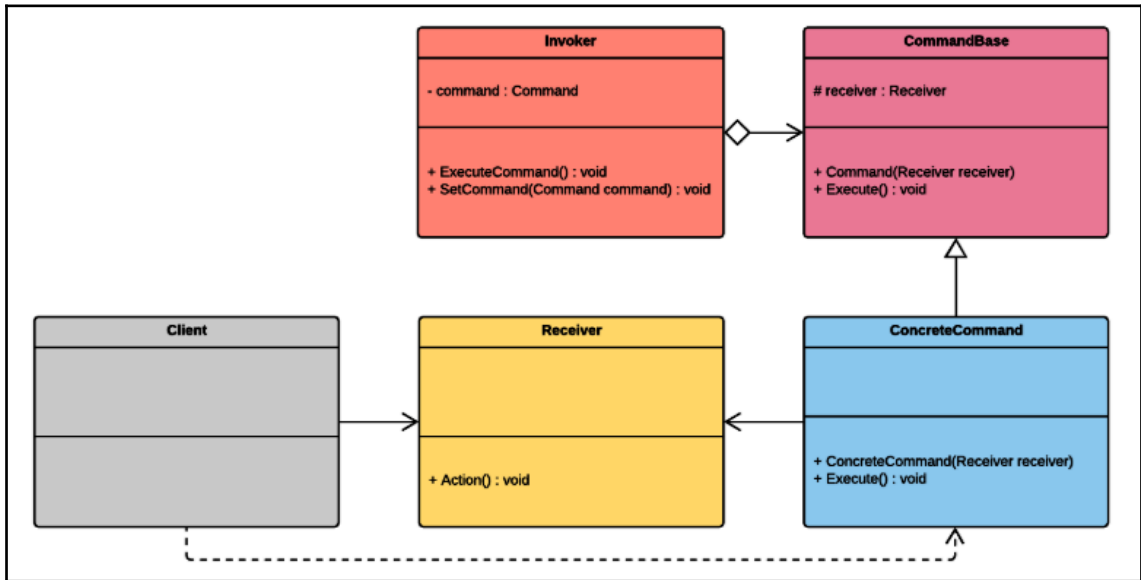
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## Chapter 7: Strategy

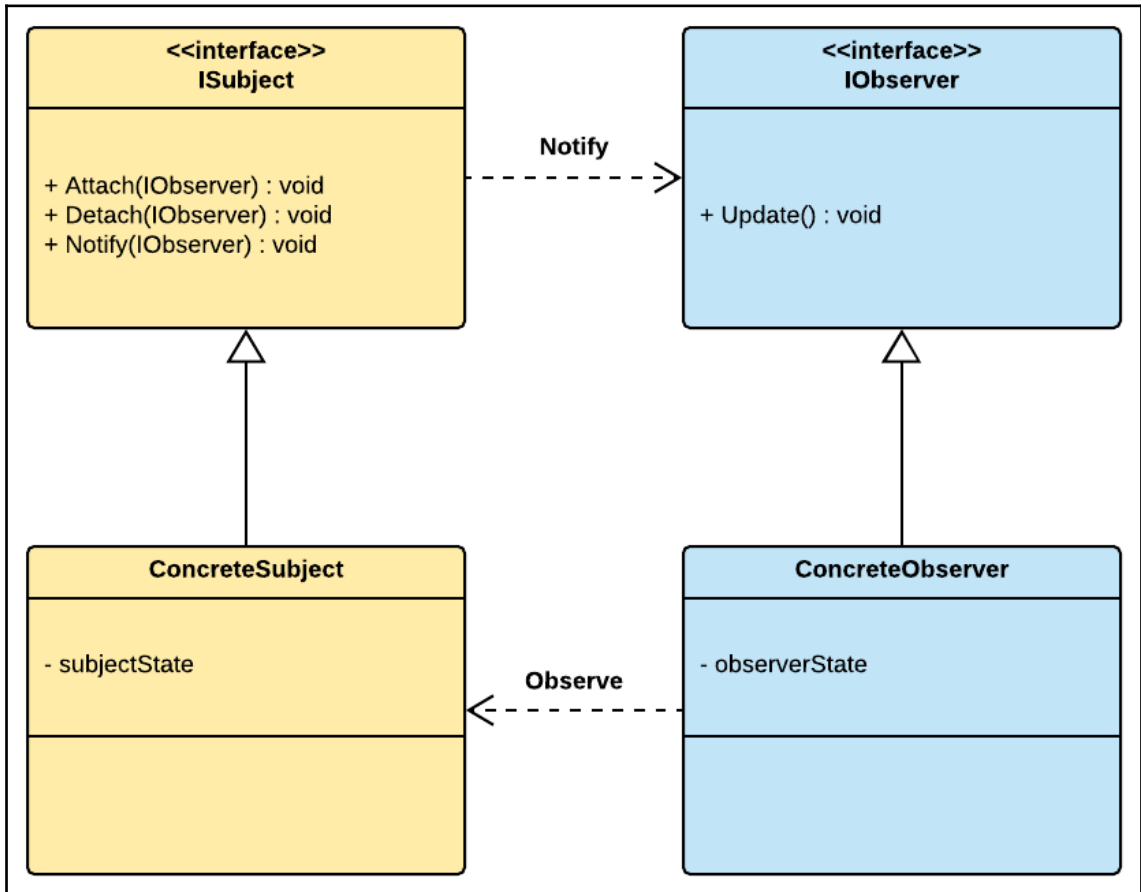




## Chapter 8: Command

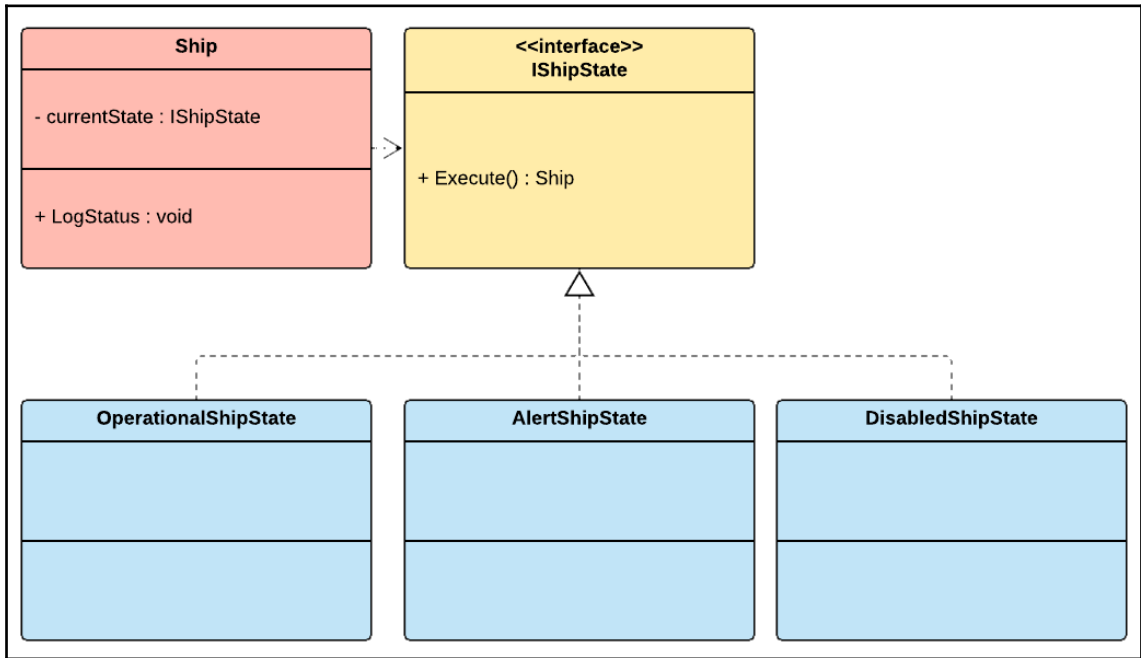


## Chapter 9: Observer

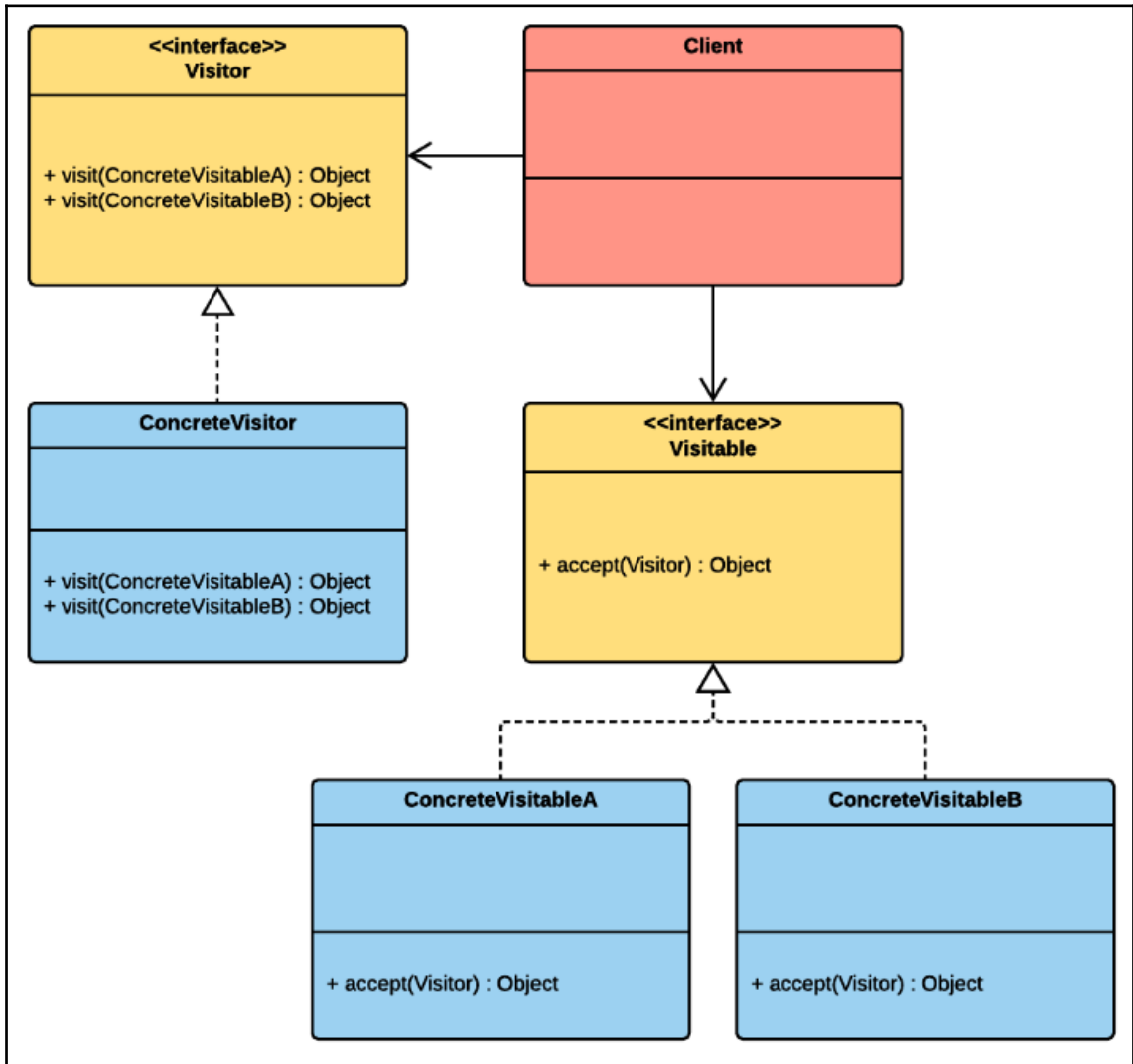


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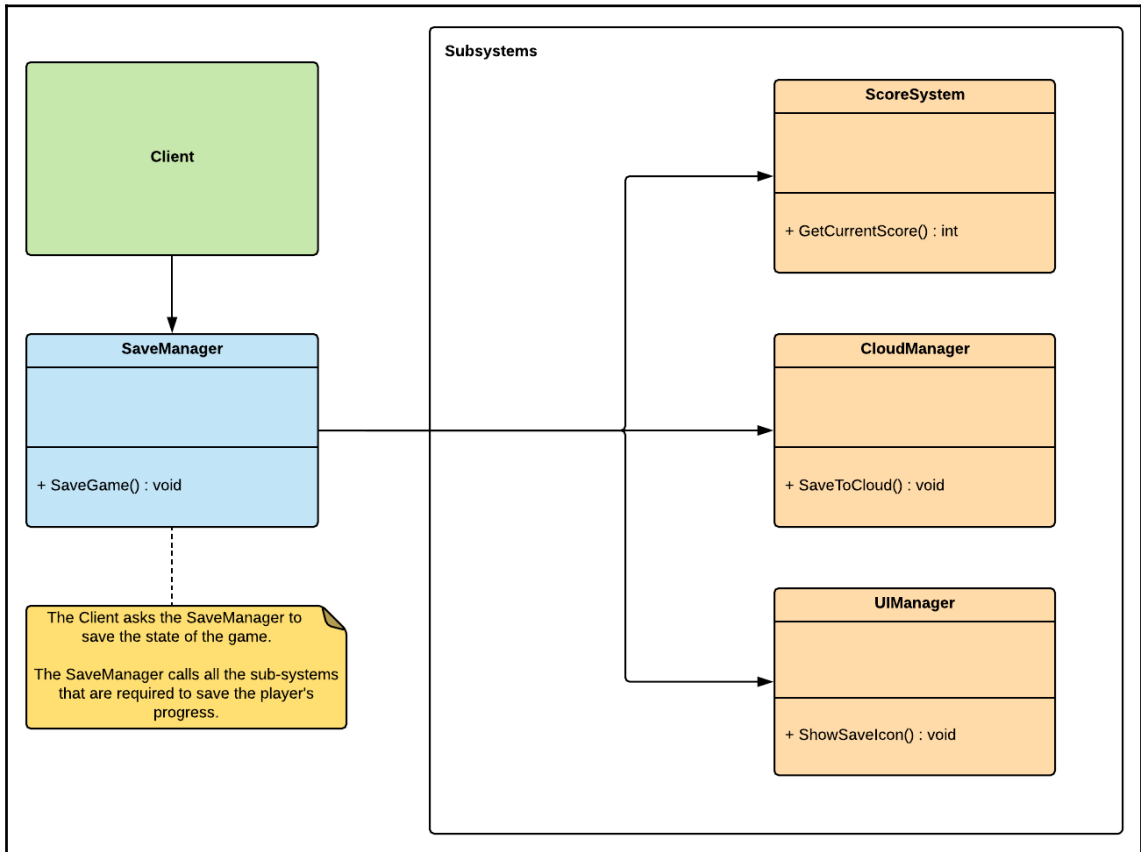
## Chapter 10: State



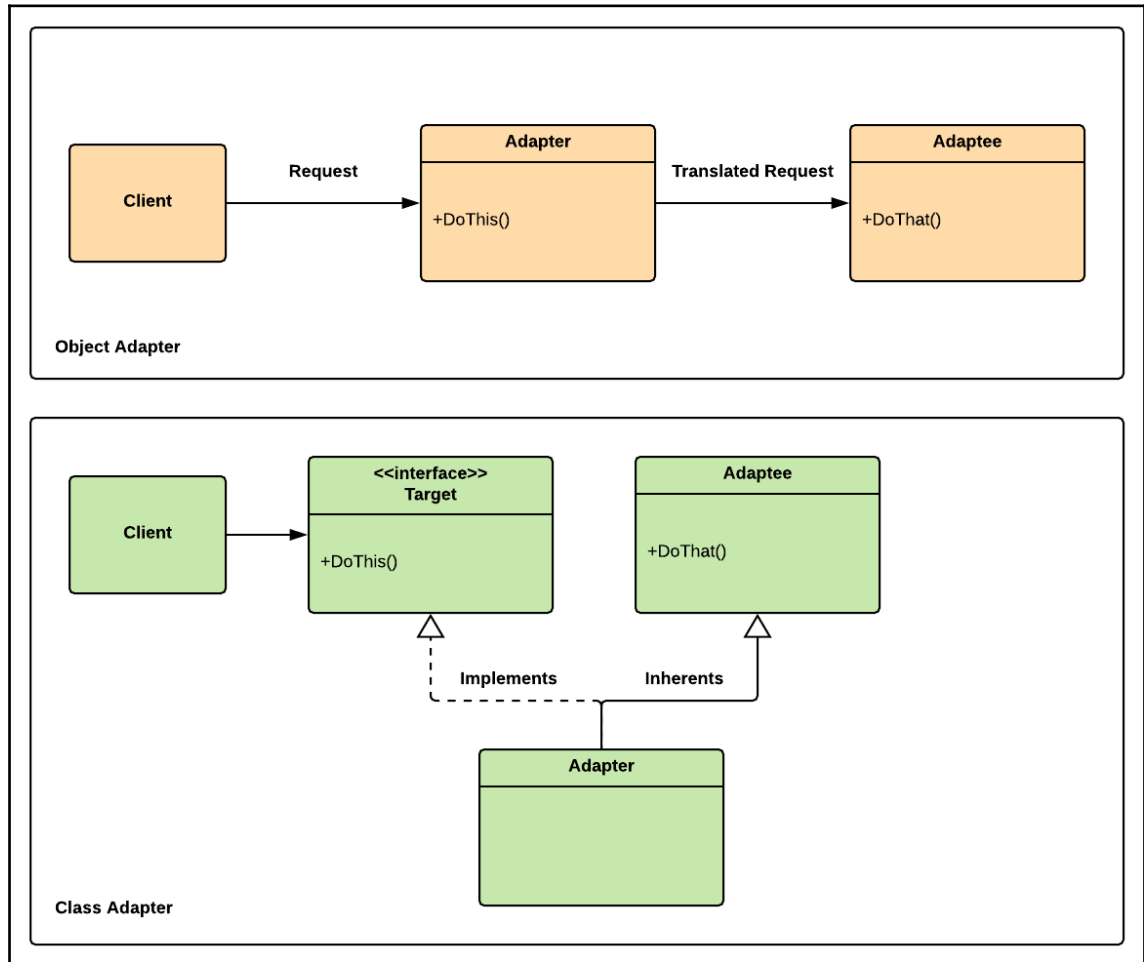
# Chapter 11: Visitor



## Chapter 12: Facade

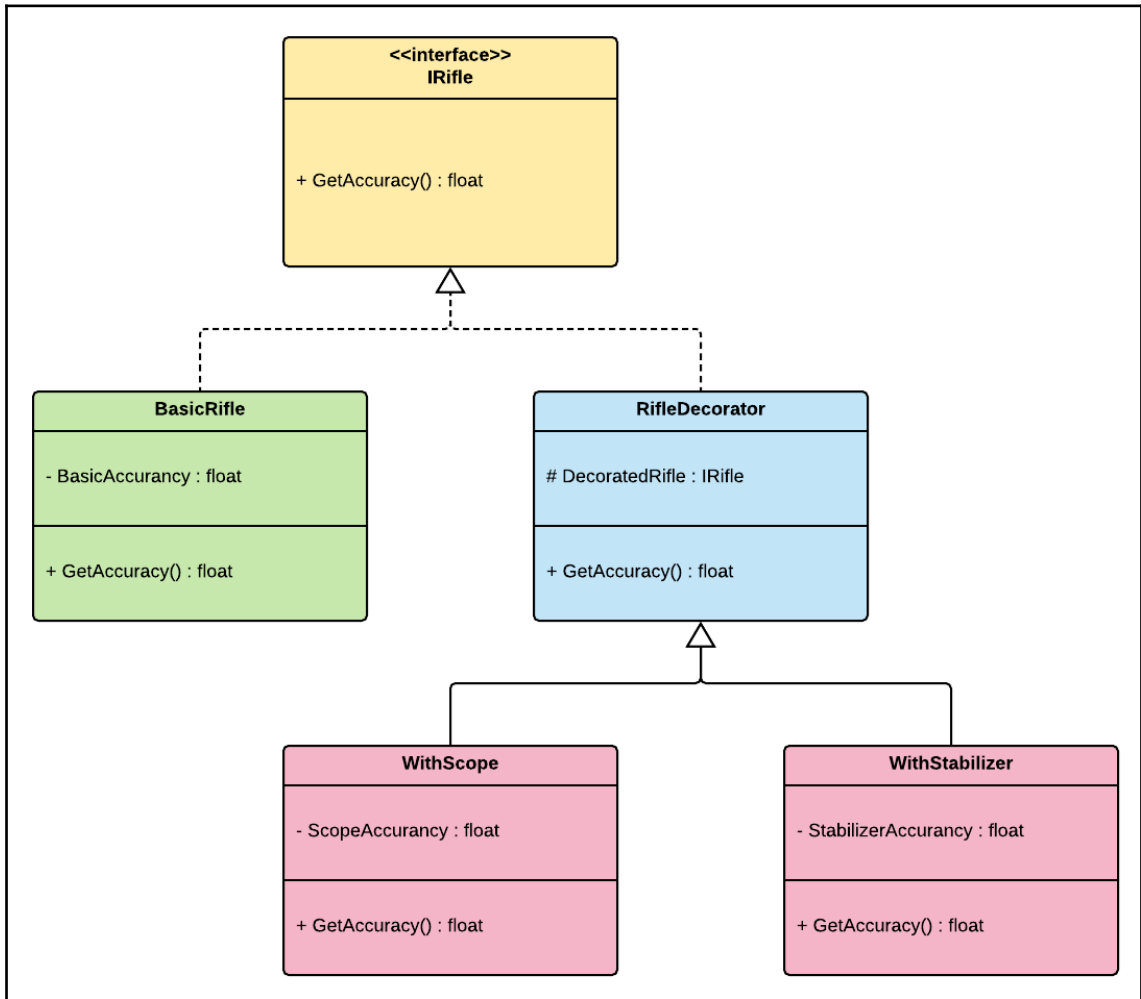


## Chapter 13: Adapter



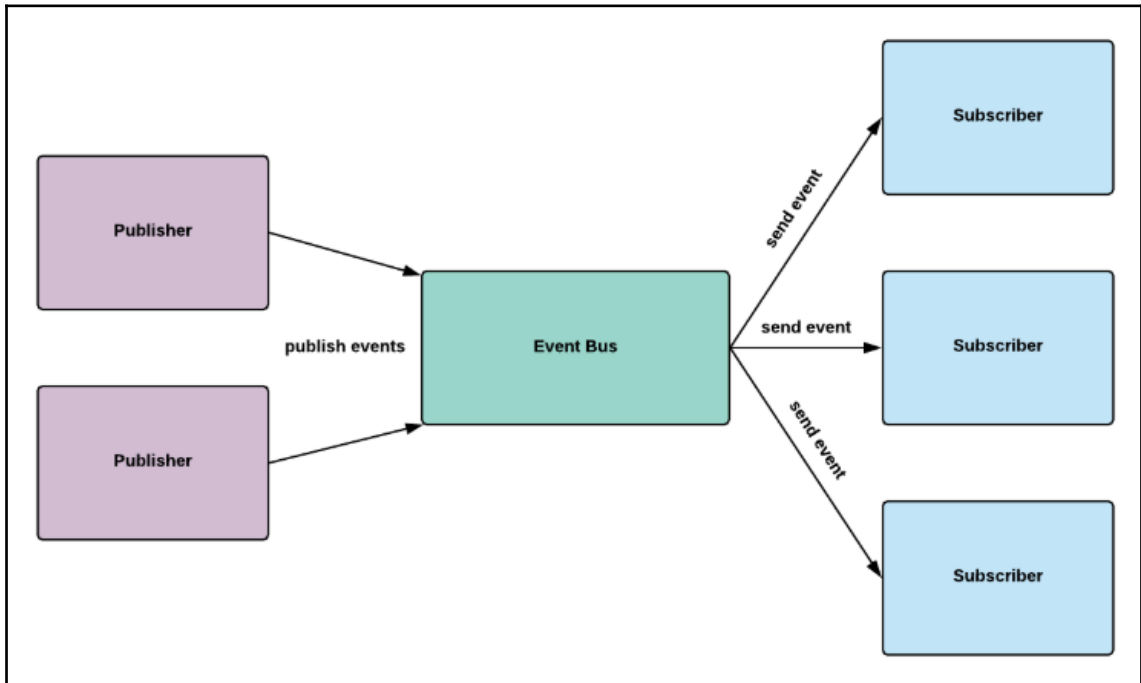
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## Chapter 14: Decorator



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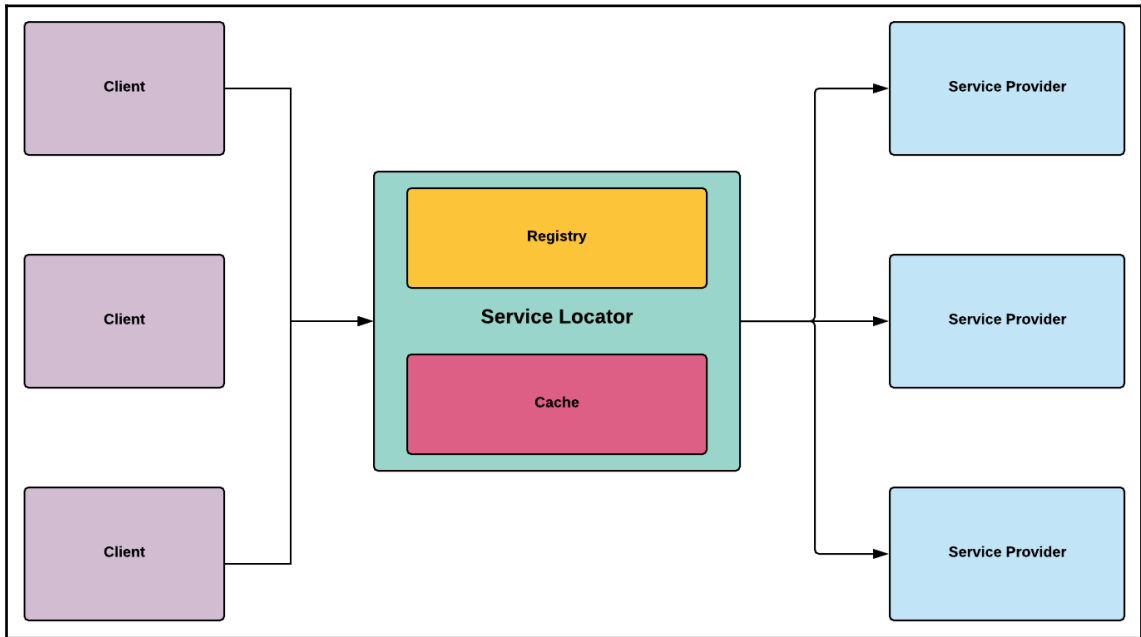
## Chapter 15: Event Bus





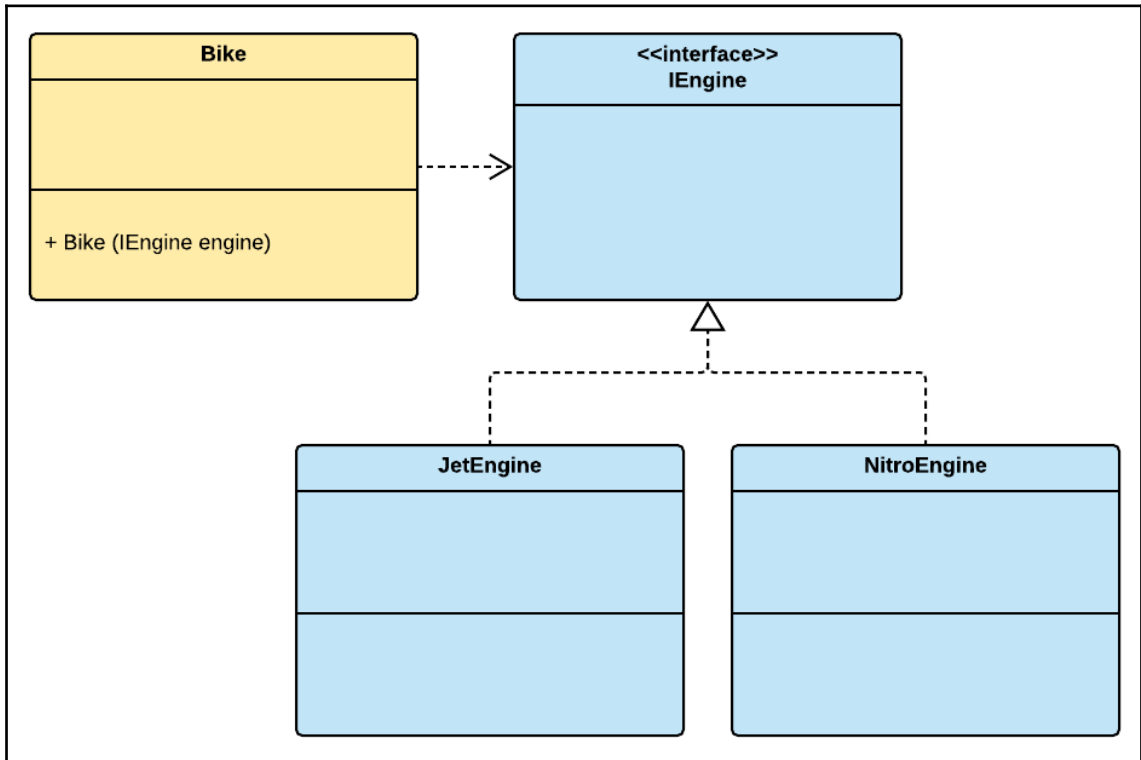
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## Chapter 16: Service Locator



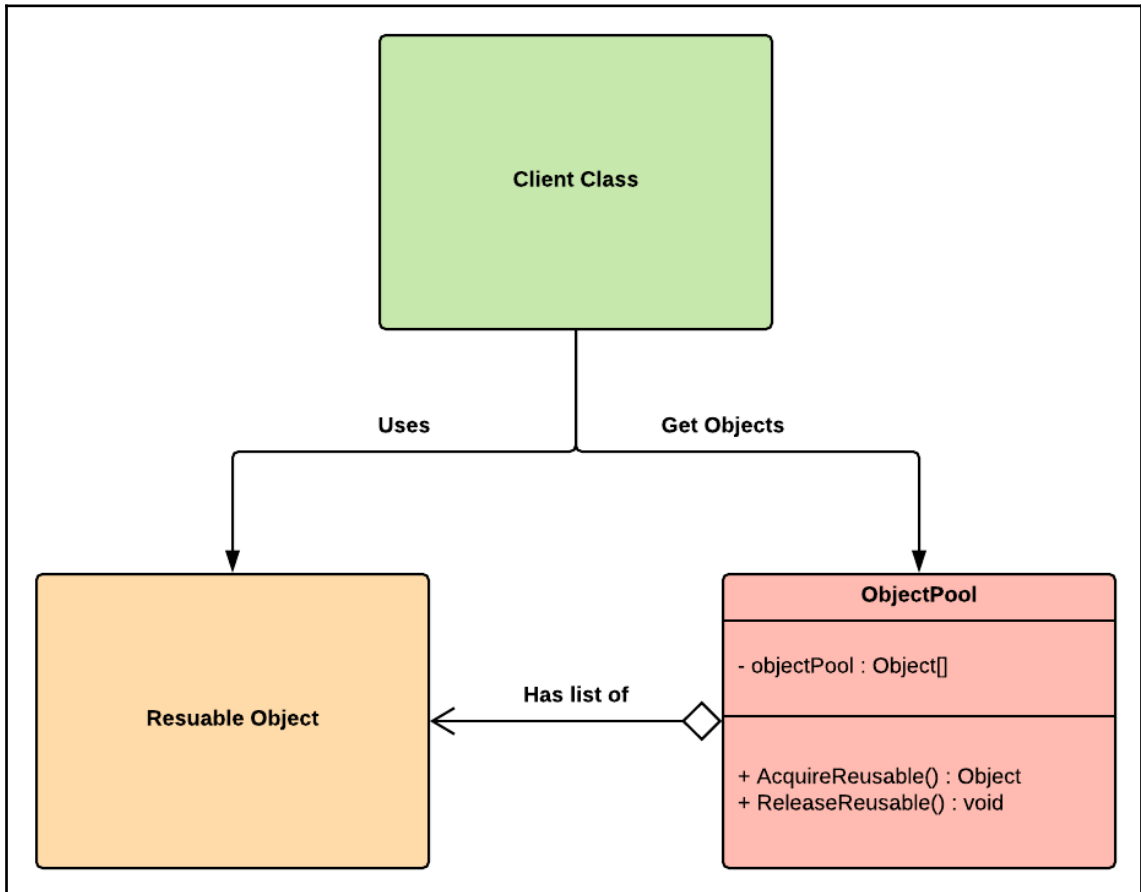
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## Chapter 17: Dependency Injection



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## Chapter 18: Object Pool



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C#

☒ **Object Pool (Script)**

Script

ObjectPool

▼ Objects

Size

3

Element 0

Runner

Element 1

Screamer

Element 2

Walker

▼ Amount To Buffer

Size

3

Element 0

6

Element 1

6

Element 2

6

Default Buffer Amount

3

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## Chapter 19: Spatial Partition

