

1. Put the prefabs into the corresponding assets folders. As shown in figure 1.

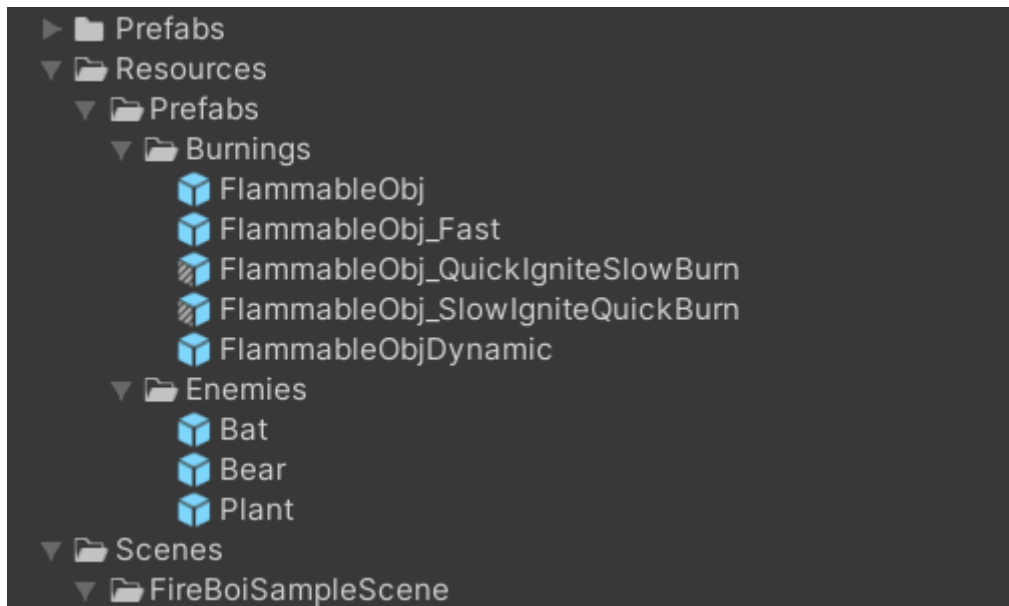


Figure 1

And change the tags of the enemies to “EnemySaved”, the burningObjs to “BurningObj”. As shown in figure 2.

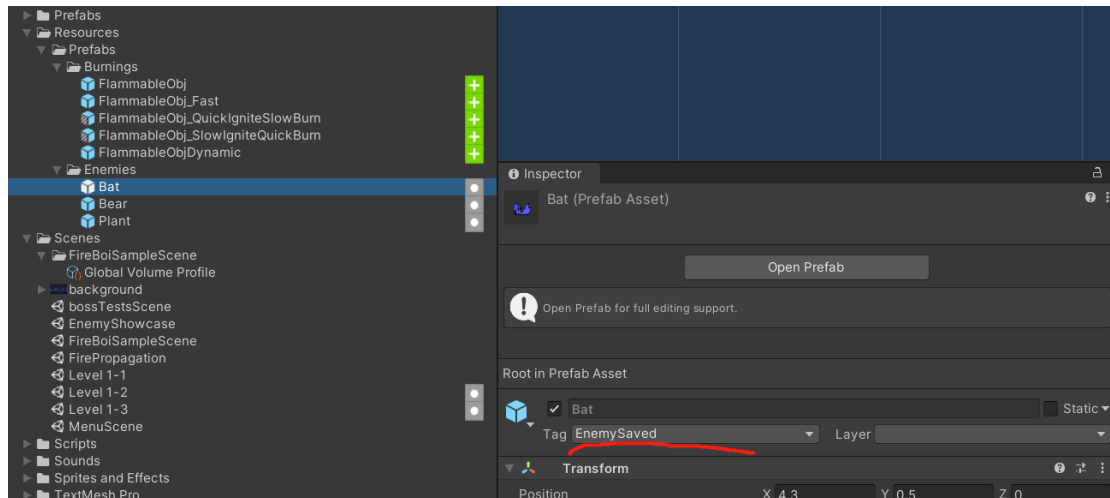


Figure 2

2. In scenes, put all the enemies into on empty game object. Set the transform of it as same as main camera. And set the tag to “EnemySavedList”. As shown is figure 3.

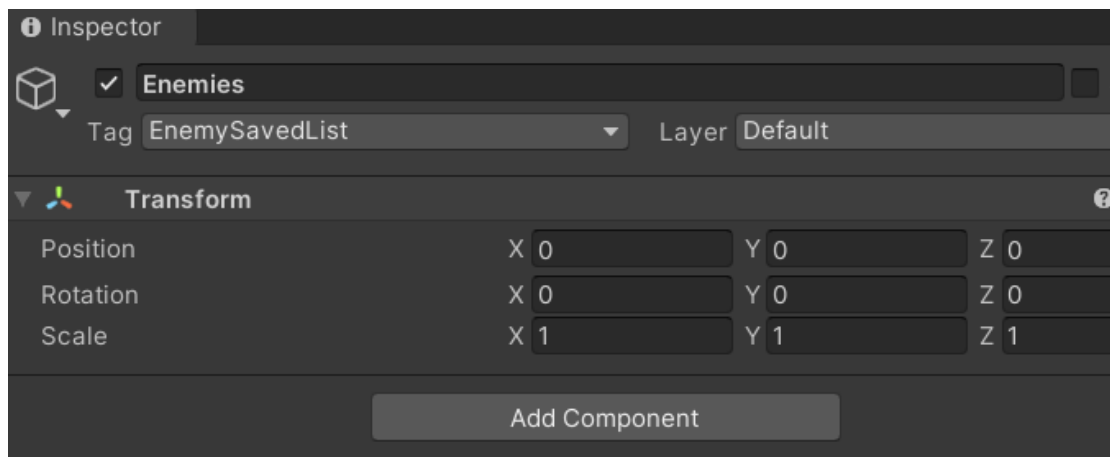


Figure 3

Then, do the same to burnings. As shown in figure 4.

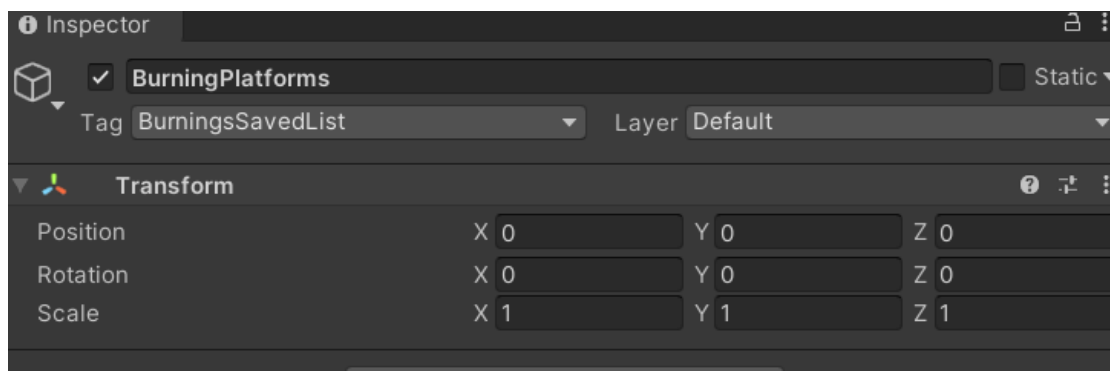


Figure 4

Then, for each enemy instance, set the tag to "EnemySaved" and delete the "(1)" or "(2)" etc. after the name. As shown in figure 5. Then do the same thing to burning objects.

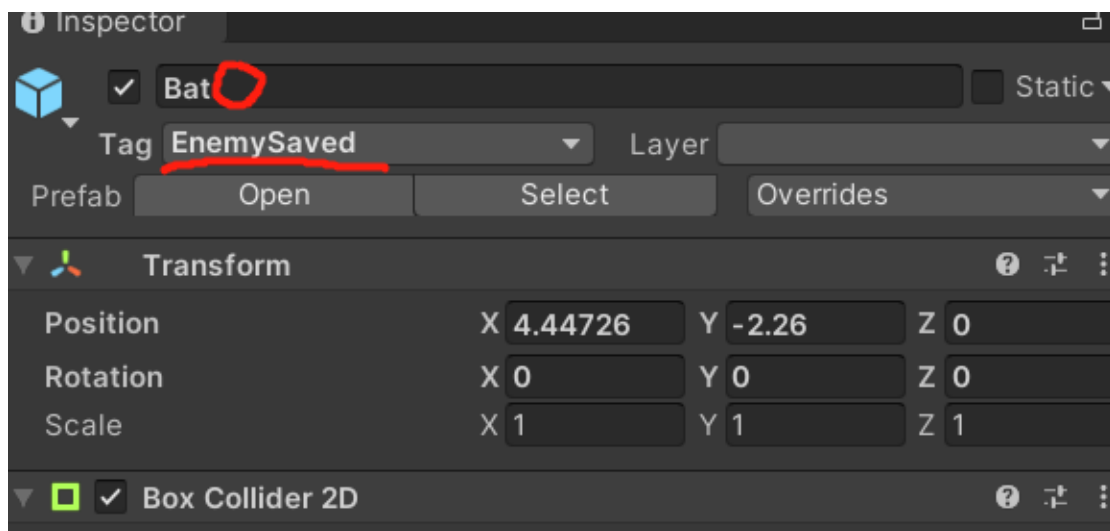


Figure 5

Here is a figure 6 to show a full glance in hierarchy.

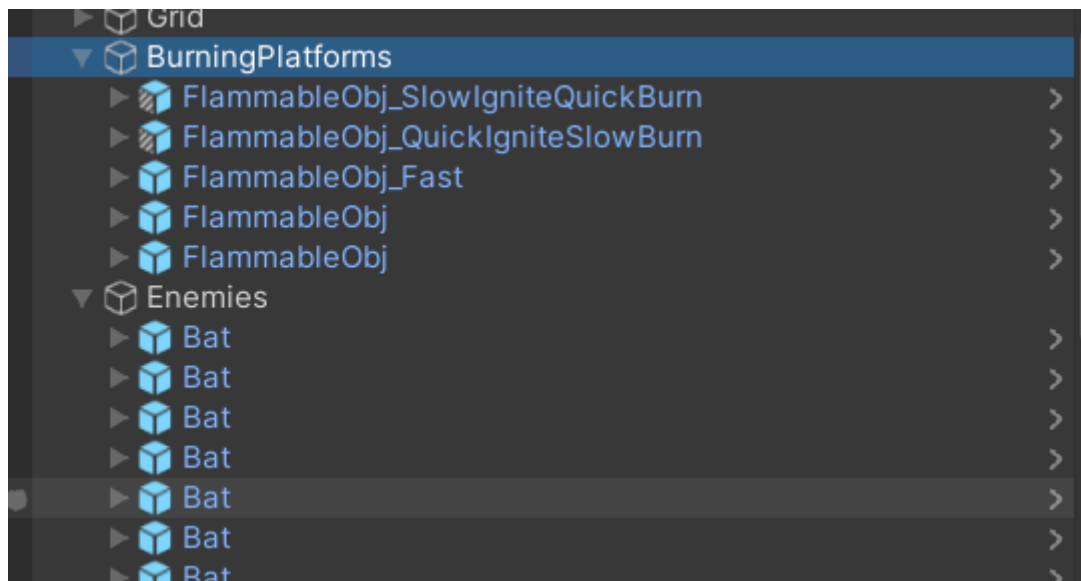


Figure 6