

Object Pooling System:

Description:

Object Pooling as the title says :D

How does it work?

The core is almost similar to other object pooling systems.

How to use it?

Create a *PooledObject ScriptableObject* in Resources folder (I know resources folder increase the size of the build and maybe other problems so I will fix it later).

Then you can select the prefab and number of it at the beginning of the game but if they are not enough at the middle of the game, the game makes it double or create one at a time for each *Spawn* call.

The prefab which you want to pool it should have a script which inherits *IPooledObject* interface because of reusing objects, reinitializing should be done too.