

Game Dev with Unity3D

SPAWNING



What Should You Spawn?

- Enemies: enemy burst from their hideout
- Gun Bullets: bullet fired from a gun
- Hit Effect: bullet hits target
- Level Sequence: a complete pre-designed level

Spawning Code

```
GameObject spawnedPrefab;
```

```
Instantiate (spawnedPrefab, position_of_wanted_location,  
            rotation_of_wanted_location);
```

Spawning System

- What do you want to spawn? => list of prefabs
 - When do you want it to spawn? => trigger or time count?
 - Where do you want it to spawn? => list of transforms
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- Each of these are the variables of a classic SpawningManager