

## Prerequisites

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Before taking this class, you should have some familiarity with the following topics in C#.

### C#

- Basic data types (boolean, int, float)
- Variables and Functions
- If Statements
- Loops (for and foreach)
- Scope and Access Modifiers (public versus private)
- Arrays
- Generic List
- Classes and Inheritance
- Enumerations
- Switch
- Coroutines

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You should also be familiar with using the UnityEngine Scripting API with the following components.

### Unity Engine

- MonoBehaviour
- GameObject
- Transform
- Component
- GetComponent
- Destroy
- Input
- Time.deltaTime