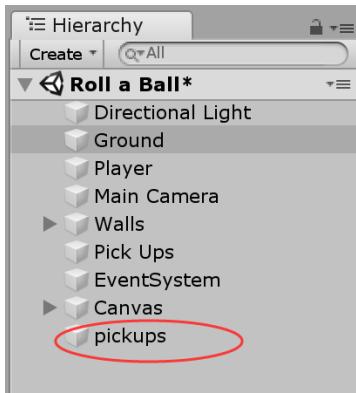
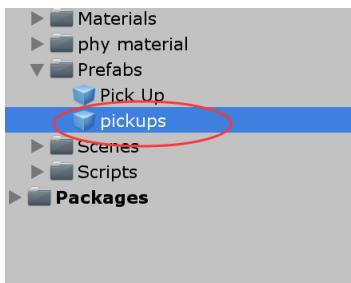


I .The first way to design pickups

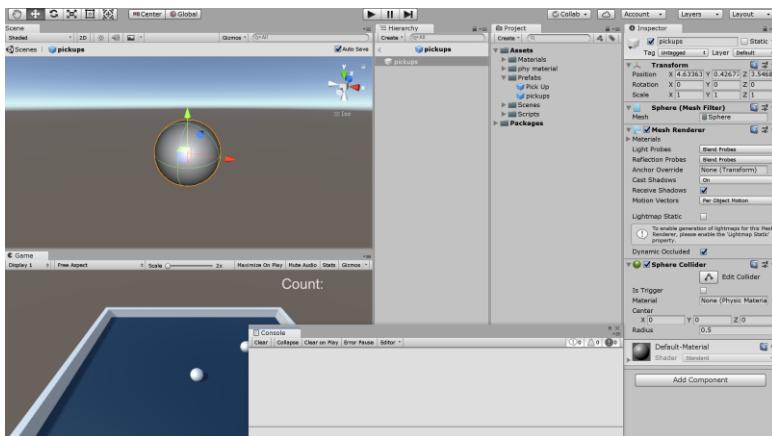
1.First create a game object on scene.



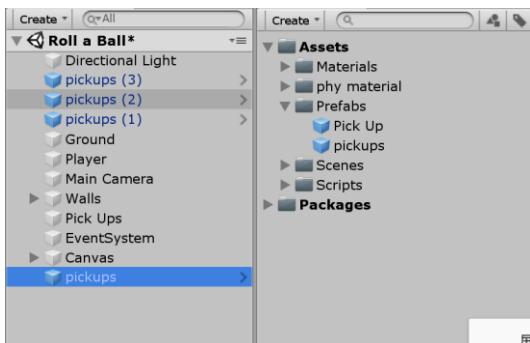
2.Drag this game object into prefab folder. Now this gameObject become a prefab.



3.Edit this prefab. Like write a script on it or add rigid body.



4.Then you can drag the prefab on the scene anytime u need it



II .The second way to design pickups

The first three steps are the same

1. the second way to design pickups is create prefabs from script.
2. Use Instantiate(prefab) function create prefabs in script and use position function to control the position we want this prefab appear.

```
pre = Instantiate(prefab);  
3. pre.transform.position = position;
```

Question 2.b)

I create prefabs in scripts and the reason is if I use scripts I don't need to drag the prefabs every times I need. When I already know the position I can create as many as prefabs Object I want. Using scripts can save much more time. Moreover, if I want make all prefabs appear randomly on scene. It is better use script and control position.