

Intro to Unity

GameObjects and Prefabs

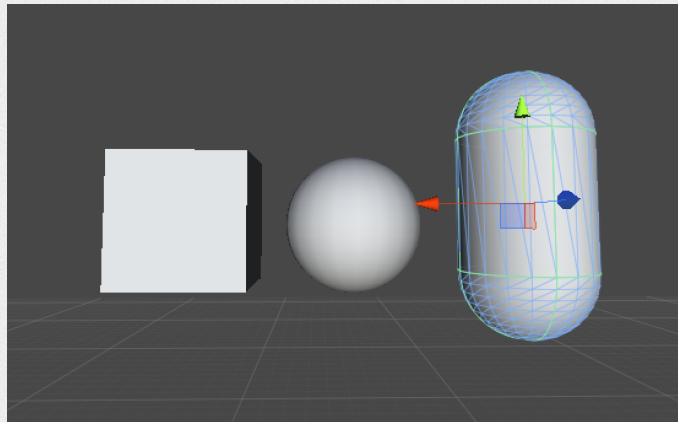
Introducing GameObjects

- ⚙ A fundamental object that represents players, enemies, bullets, and scenery.
- ⚙ Each GameObject contains a transform which is a point in a space.
- ⚙ GameObjects can contain other GameObjects.



GameObjects (cont'd)

- ⚙ Components are added to GameObjects to provide behavior.
- ⚙ Unity provides several pre-made GameObjects.



GameObject Lifecycle

Awake
OnEnable
Start

Startup

Update
FixedUpdate
LateUpdate

Updates

OnDisable
OnDestroy

Teardown

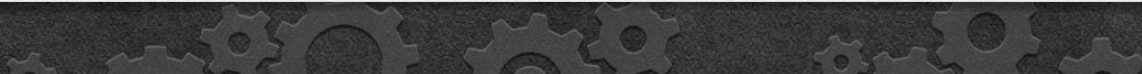
⚙ Other methods: Reset, OnWillRenderObject, OnGUI

Prefabs

- ⚙ Prefabs are GameObjects that can be recreated in the scene view or in code.
- ⚙ Changes to individual prefabs can be “reverted” back to the original prefab
- ⚙ Change can also be applied to all the other prefabs as well



Demo



Challenge

