

# Unit 1: Unity Editor

## Lesson 2: GameObjects and Prefabs

### Activity 3 (🕒 15' minutes): Gap text

Fill the gaps with the words you've heard in the video.

Gameobjects are the items that make up your Unity scenes.

Everything within a scene is considered a gameobject, and these objects can own a number of **components**. One of these is the Transform that contains the **position**, **rotation** and **scale** of the gameobject, and it's necessary.

Scripts are also considered as components and can be added using the menus, or by **drag and drop** to the hierarchy, to the object in the scene or to empty space in the inspector.

Gameobjects are seen in the hierarchy view as a list, with a hierarchy of **parent - child** relationships, demonstrated by **arrows** to the left of their name. The hierarchy is a list of all the gameobjects currently in the scene.

In Unity, Prefabs are preconfigured gameobjects that you create in the scene and **store** in the project. They can be instantiated or **cloned**, i.e. we can create an instance of them during the game.

To make a prefab, simply create your gameobject in its desired configuration in your **scene** from whatever components you need, and then drag it to the **project** panel to save it as a prefab.

If you have many instances of a prefab, and you make edits to one of them, and decide you would like others to be the same, you can hit **Apply**. The original prefab and the other instances will **inherit** this update from the prefab settings.

Likewise, if you make a change to one of your instances and you decide you don't like it anymore you can **revert** the settings of the prefab by clicking the relative button at the top.