

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 _____. One of these is the Transform that contains the _____, _____ and _____ of the gameobject, and it's necessary.

Scripts are also considered as components and can be added using the menus, or by _____ 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 _____ - _____ relationships, demonstrated by _____ 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 _____ in the project. They can be instantiated or _____, 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 _____ from whatever components you need, and then drag it to the _____ 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 _____. The original prefab and the other instances will _____ 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 _____ the settings of the prefab by clicking the relative button at the top.