

Unit 2: Scripting

Lesson 1: Scripts as behaviour components

Activity 3 (🕒 10' minutes): **Gap text**

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

Scripts should be considered as **behaviour** components in Unity. As with other components in Unity, they can be applied to objects and are seen in the **inspector**.

For example, a Rigidbody component is applied to a cube, which gives it a physics mass. When you press play, the cube falls to the ground, as it uses **gravity**.

We may have a behaviour script, which code changes the colour of the cube by affecting the colour value of the **material** attached to that object.

Of course, you can apply scripts to do all manner of other behaviours of objects. Try to think of scripts as **components** that you create yourself, allowing you to create behaviour for different gameobjects in your game: this could be characters, environments, or scripts that manage the functionality of the game.