

Tips & Considerations



Marc Gilbert

FRIVOLOUSTWIST, LLC

@frivoloustwist www.frivoloustwist.com



Module Overview



Unity's order of events

- Avoid bugs
- Troubleshoot
- Reference caching

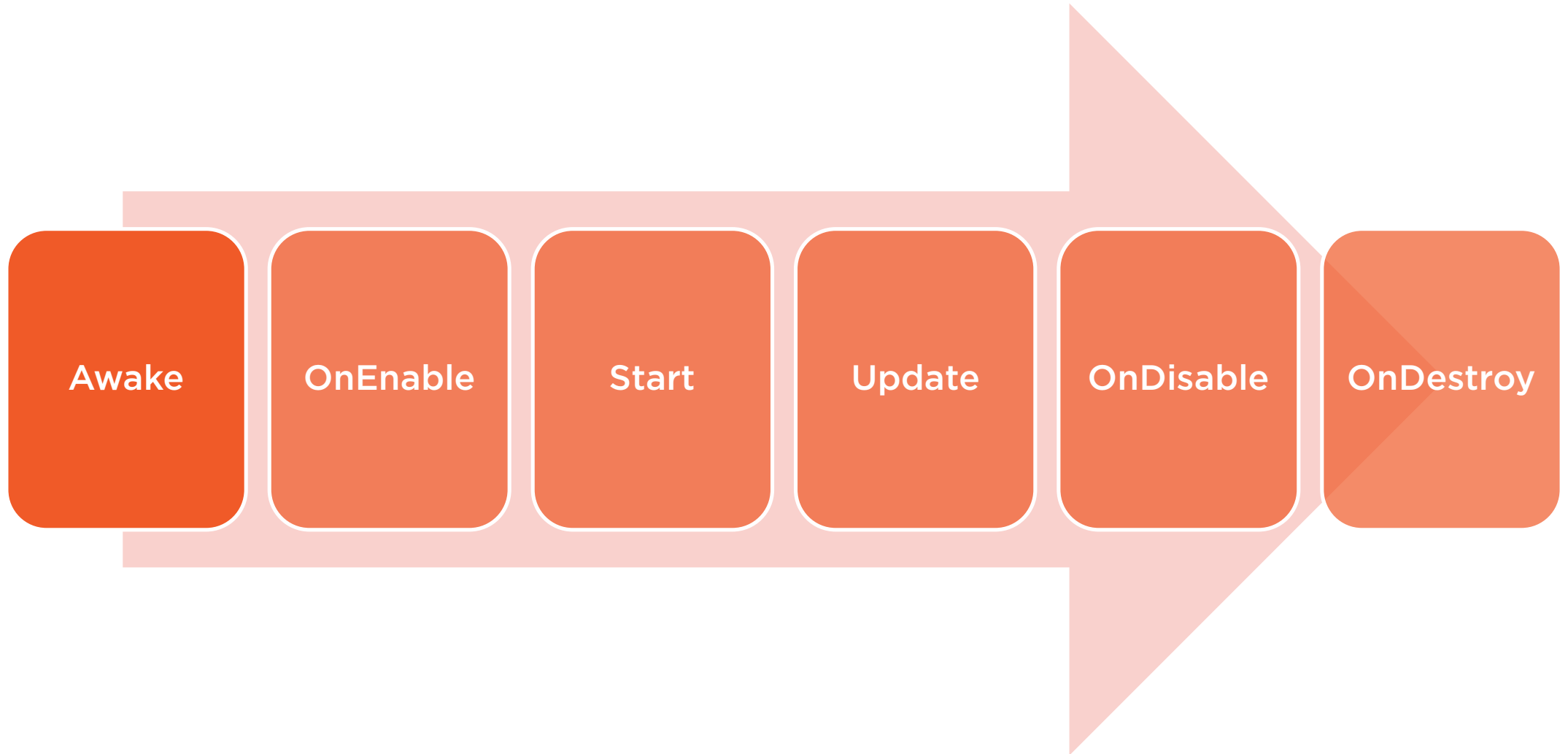
Code attributes

- Save time
- Prevent errors

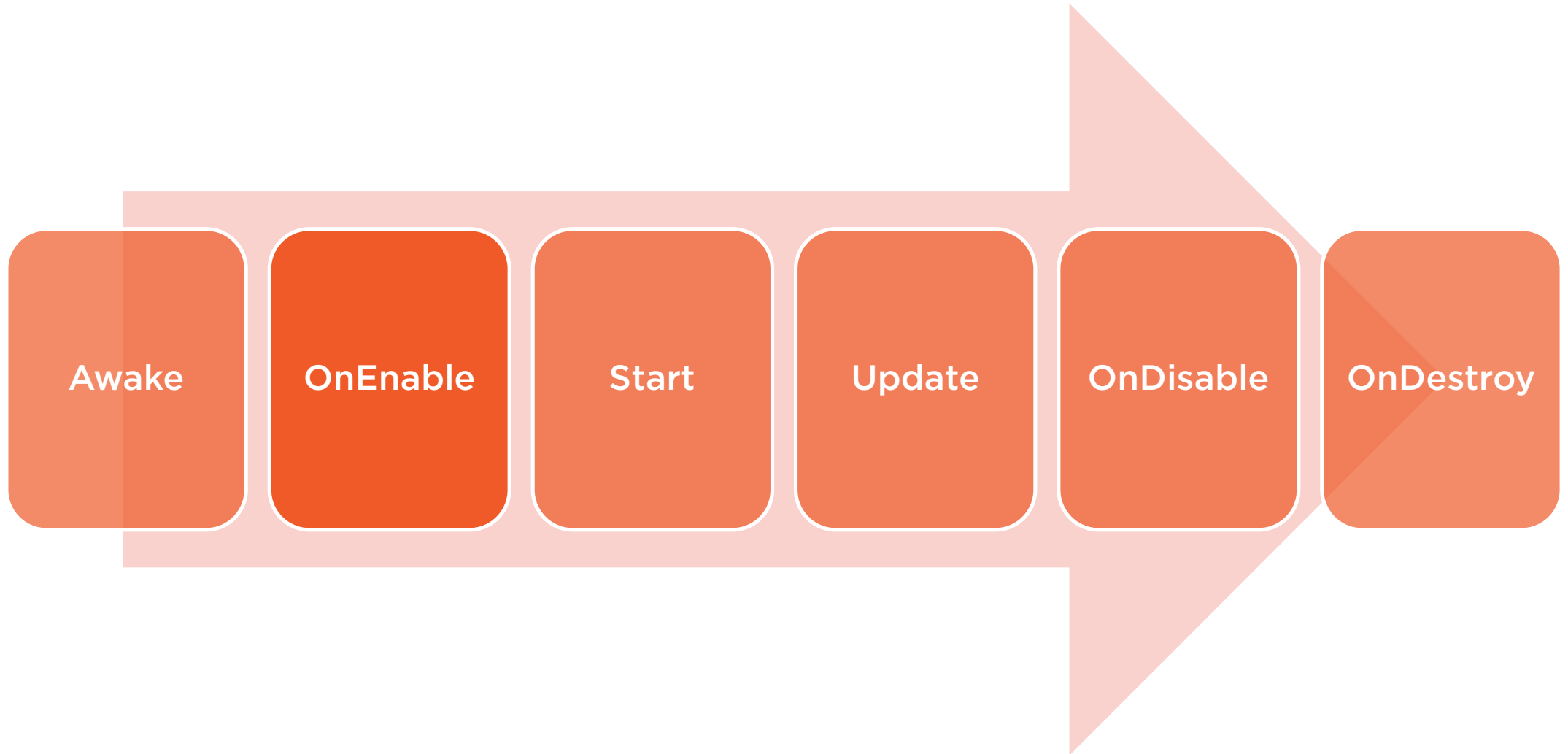
Unity provides and calls a number of events when working with Monobeaviours.



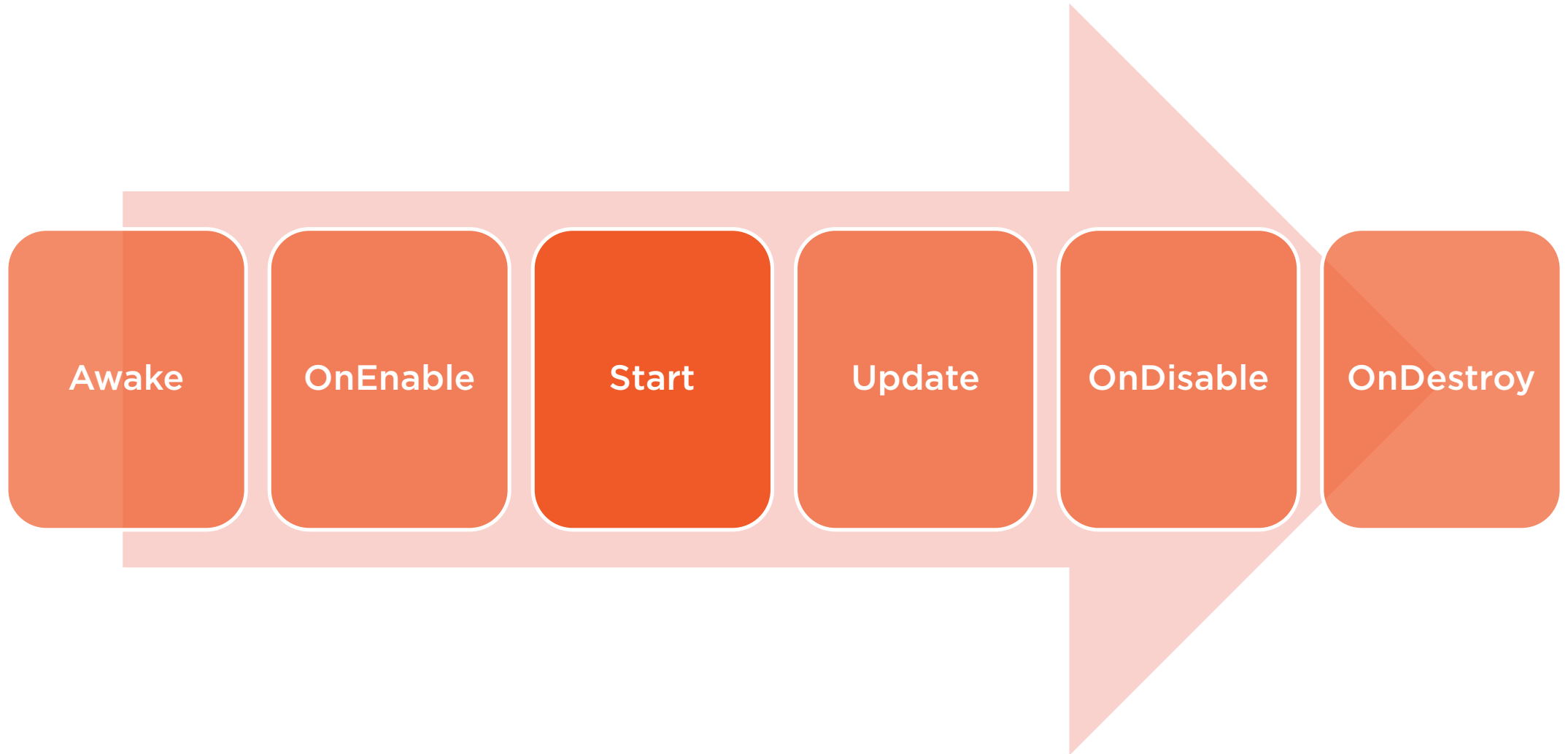
Execution Order of Unity Event Functions



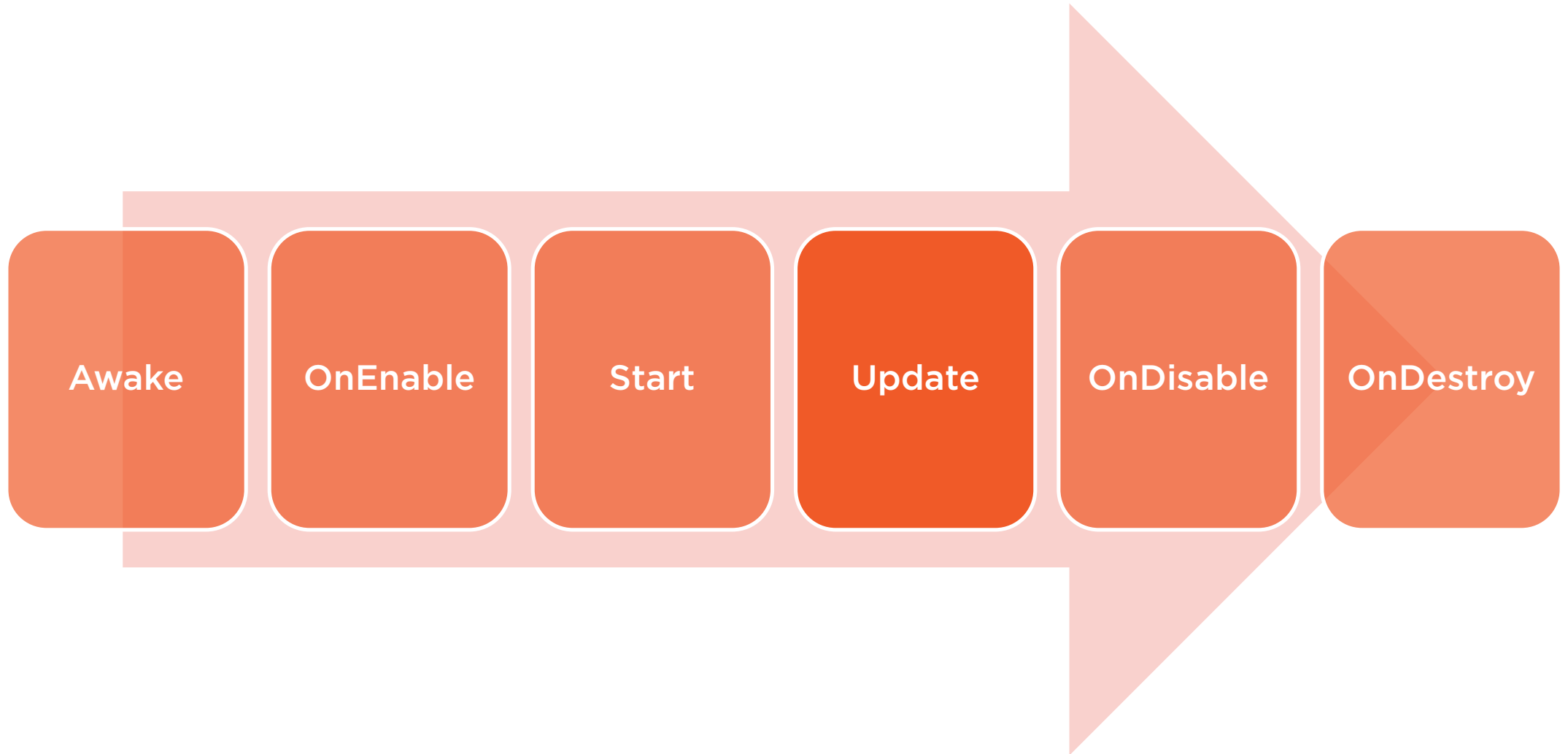
Execution Order of Unity Event Functions



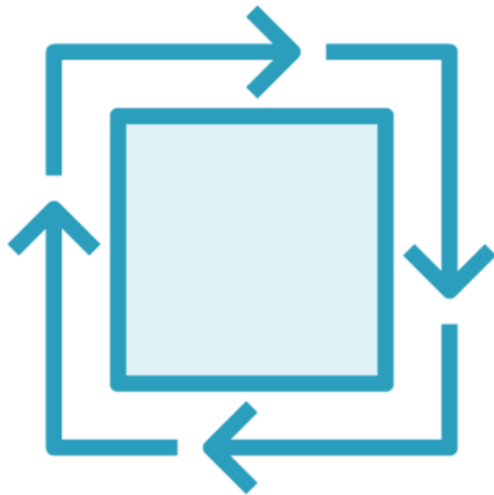
Execution Order of Unity Event Functions



Execution Order of Unity Event Functions



Fixed and Late Updates



FixedUpdate

Is frame-independent and occurs before physics calculations are performed

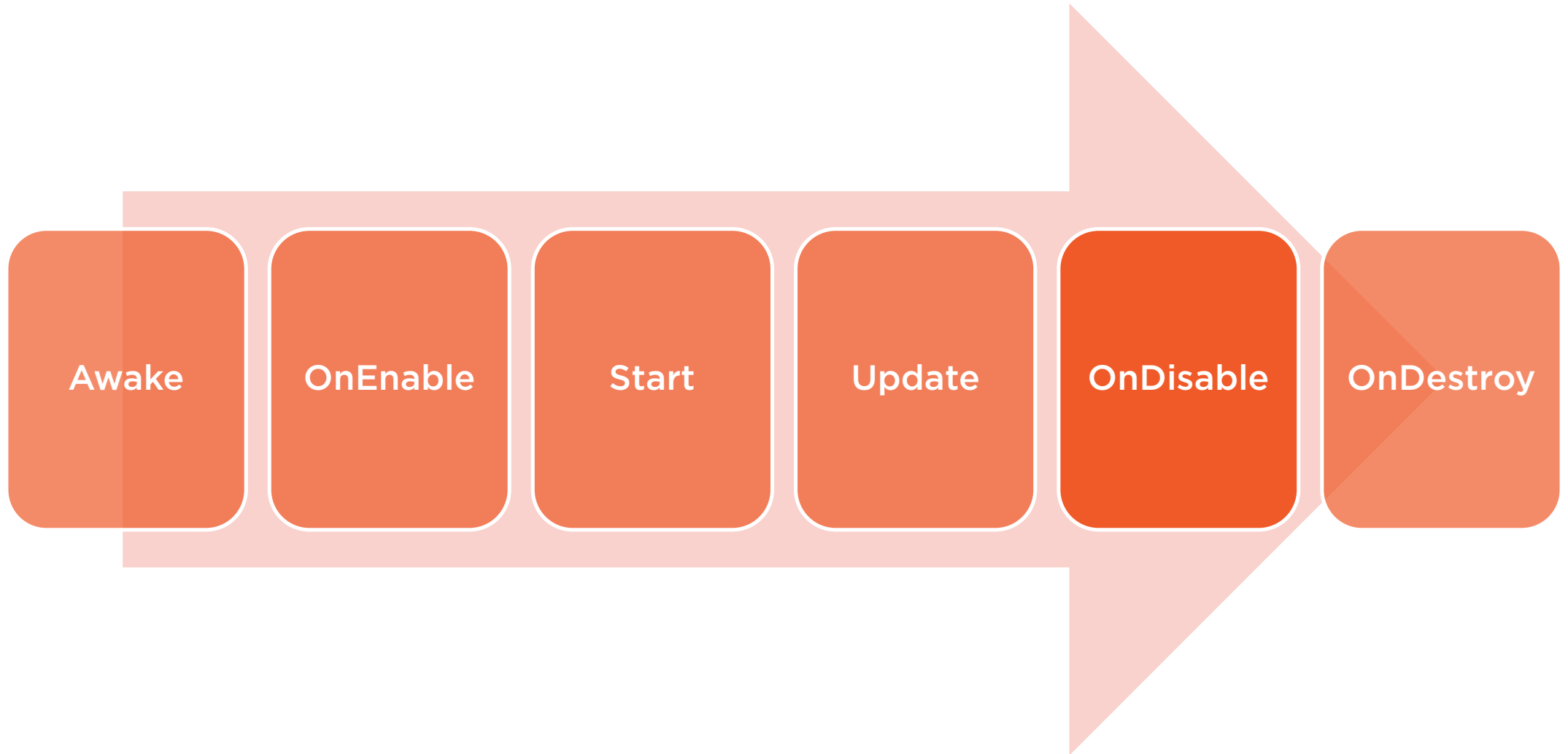


LateUpdate

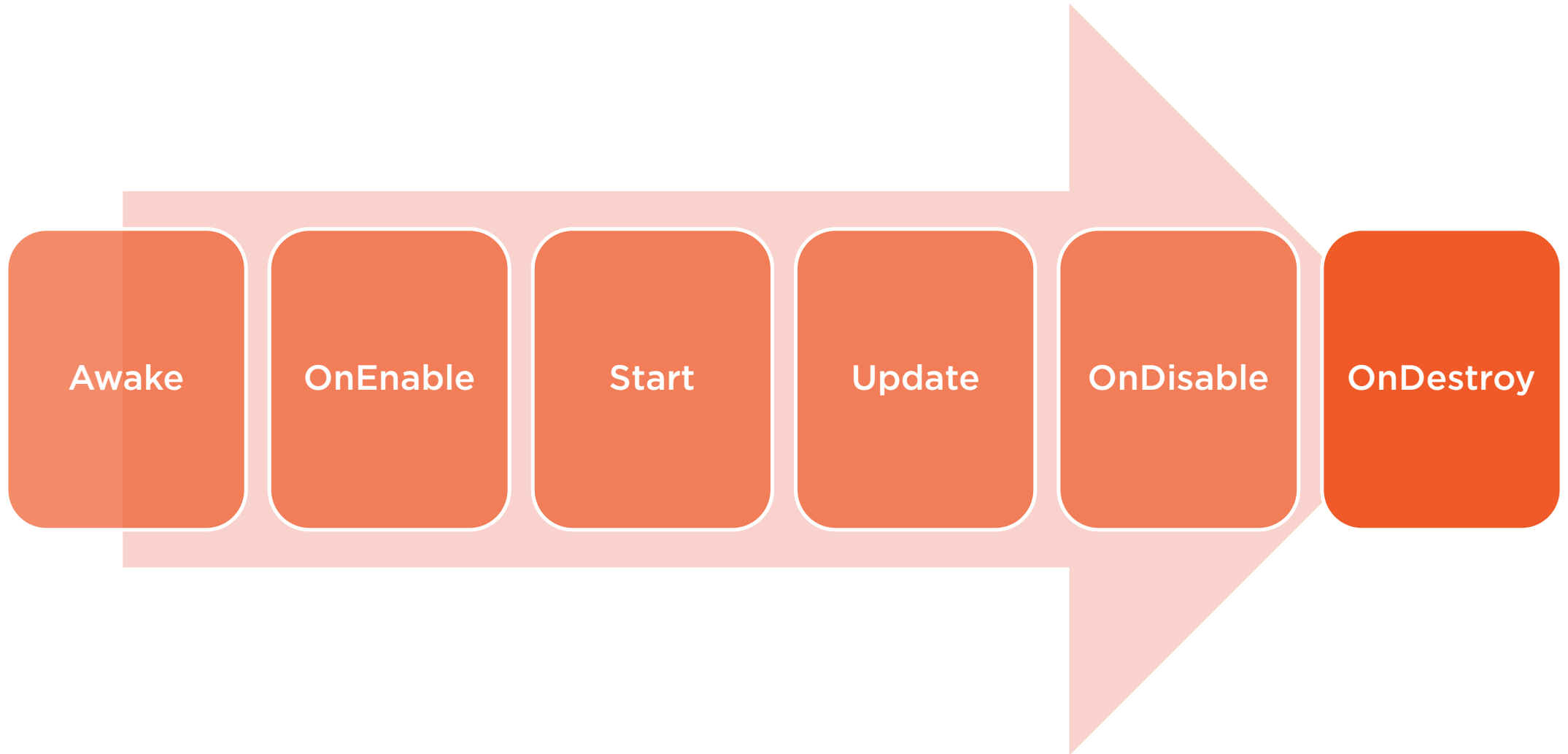
Is called once per frame and after the update method has completed execution



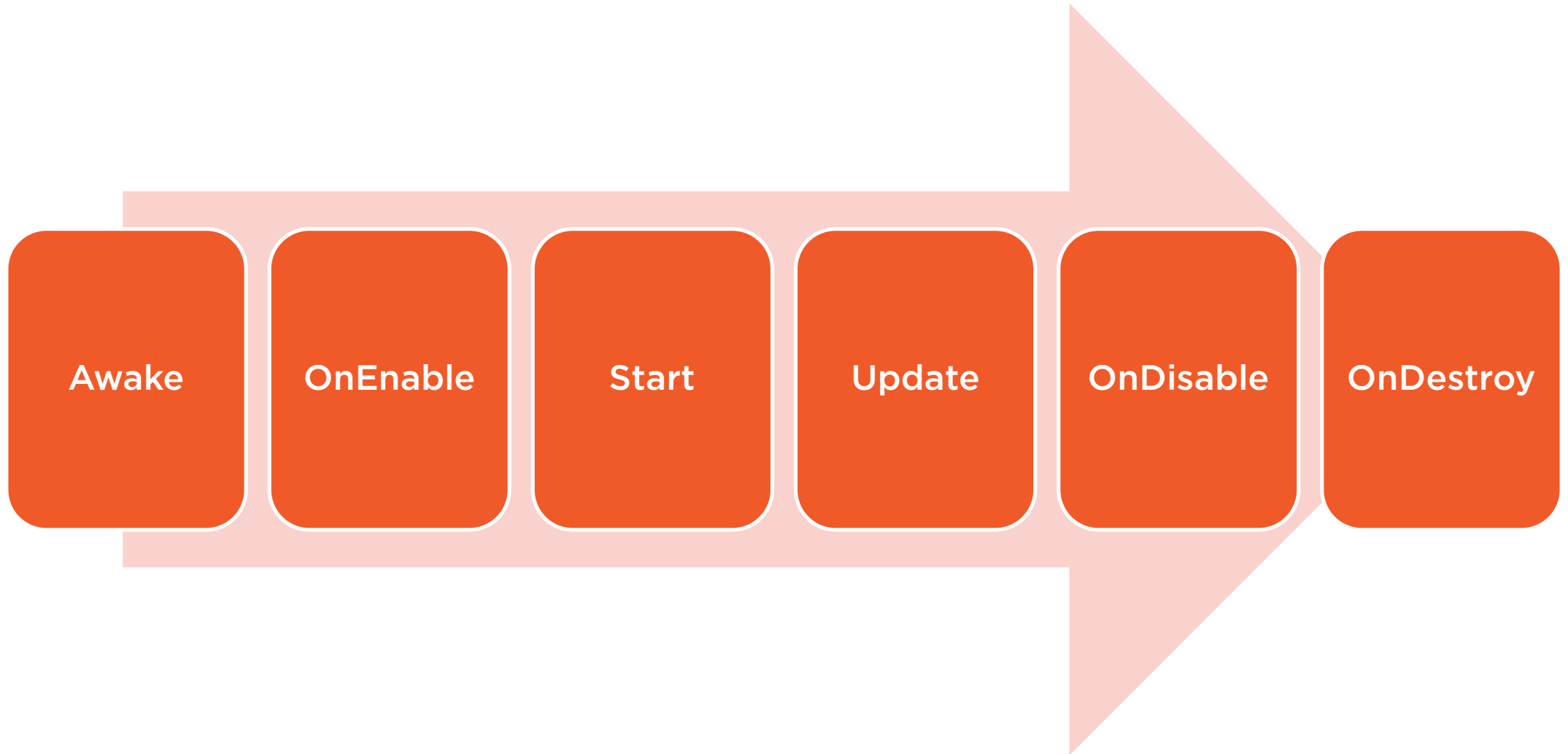
Execution Order of Unity Event Functions



Execution Order of Unity Event Functions



Execution Order of Unity Event Functions



Understand the Order of Events



Manage the flow of your game



Avoid bugs



Troubleshoot bugs



Write more performant code



Coming Up



Using Attributes



C# Attributes

In C# Attributes provide a powerful method of associating metadata, or declarative information, with code. ~ Microsoft



Unity provides a number of attributes that help avoid mistakes and enhance the functionality of the inspector.



The RequireComponent attribute automatically adds required components as dependencies.



Congratulations!



Course Summary



Code organization

Learned about types

Worked with groups of types

Coroutines

Object Oriented Programming

Delegates & events

Attributes



Thank You

