A

`Application.Quit` method

`Awake` method

B

Build settings

C

Comma-Separated Value

- String processing

Component-based homing behavior

D

Dictionary

E

Enumeration

- Casting as int

Event Handling

- Delegates
  - Defined
  - Motivation for
- Event Handlers
  - Defined

Event Managers

Basic

More robust

Near commercial quality

Picture

UnityAction family of delegates

Using

UnityEvent family of events

Invoking

Using

Exceptions

Catch block

Defined

Finally block

Try block

F

File

Game Configuration Data

CSV (comma-separated value)

Processing one name and value per CSV line

Using in a game

XML (eXtensible Markup Language)

Text

Reading from

Writing to

Typical IO pattern

I

Inheritance

Abstract classes and methods

Implementing

`base` keyword

Calling parent methods

Defined

Example

Cars

Family

Money

Generalization and specialization

Implementing

is-a relationship

`Object` class

Overriding a method

Protected access modifier

Type casting

`virtual` keyword

M

Menus

- Menu buttons
  - Color tint
  - On Click listeners
  - Set native size
  - Sprite swap
- Menu manager
- Simple menu system

P

PlayerPrefs

- Defined
- Getting a value
- How it works
- Motivation for
- Saving
- Setting a value

Polymorphism

- Collection of parent class
- Defined
- `MonoBehaviour` class

R

Resources

- Folder
- Loading

S

Scenes

- Loading

Sound effects

- Audio manager
- `PlayOneShot` method
- Single game audio source

Sprites

- Strips

Streams

- Defined
- Standard input
- Standard output