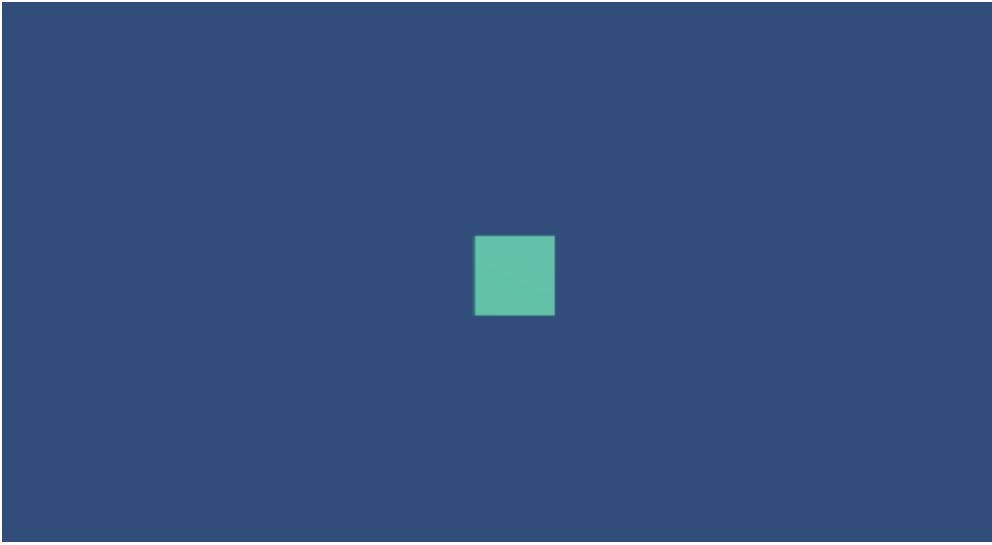


# Prefab + Simple Spawn



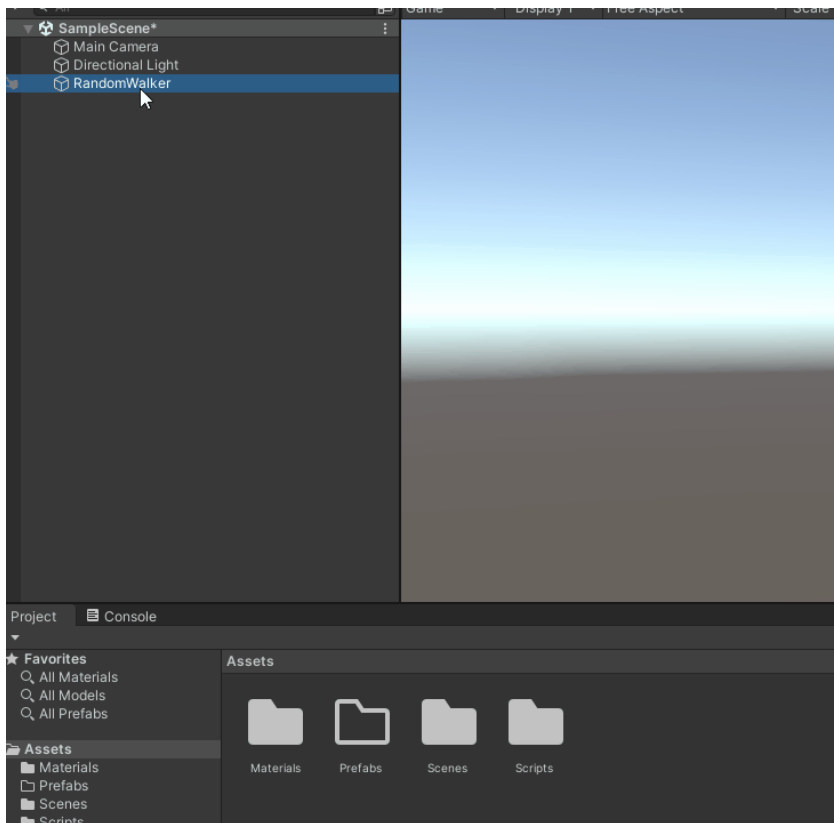
we will setup a simple spawn location, from where GameObjects - instances of a Prefab will be instantiated - 'spawned' at a predefined rate.

## Creating Prefabs

A **Prefab** is a pre-made blueprint for a game object that can be used repeatedly to create instances of that object with the same properties and behaviors. We could for example create a prefab of our random walker with the green material and the **RandomWalker** script attached.

Please first create a Folder called "**Prefabs**" if you don't have such a folder in **Assets**.

We create a prefab, by dragging a **GameObject** from the Hierarchy to the Assets window, ideally into the folder called "**Prefabs**"



## Creating a spawn location

Create an Empty GameObject with Ctrl+Shift+N **or** GameObject (top bar) -> Create Empty

Name it "**SpawnLocation**"

Set its **Transform** component to **0,0,15** in the **Inspector** (the position of the **Camera** at 0 , 0 , 0)

In the Inspector click "Add Component", type SimpleSpawn and press the enter key to create a new Script with the name "SimpleSpawn"

Copy the following code into the script:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class SimpleSpawn : MonoBehaviour
{
    // Start is called before the first frame update
    public GameObject prefab;
```

```
public float spawnInterval = 1.0f;
```

```
void Start()
```

```
{
```

```
    InvokeRepeating("spawnObject", spawnInterval, spawnInterval);
```

```
}
```

```
void spawnObject()
```

```
{
```

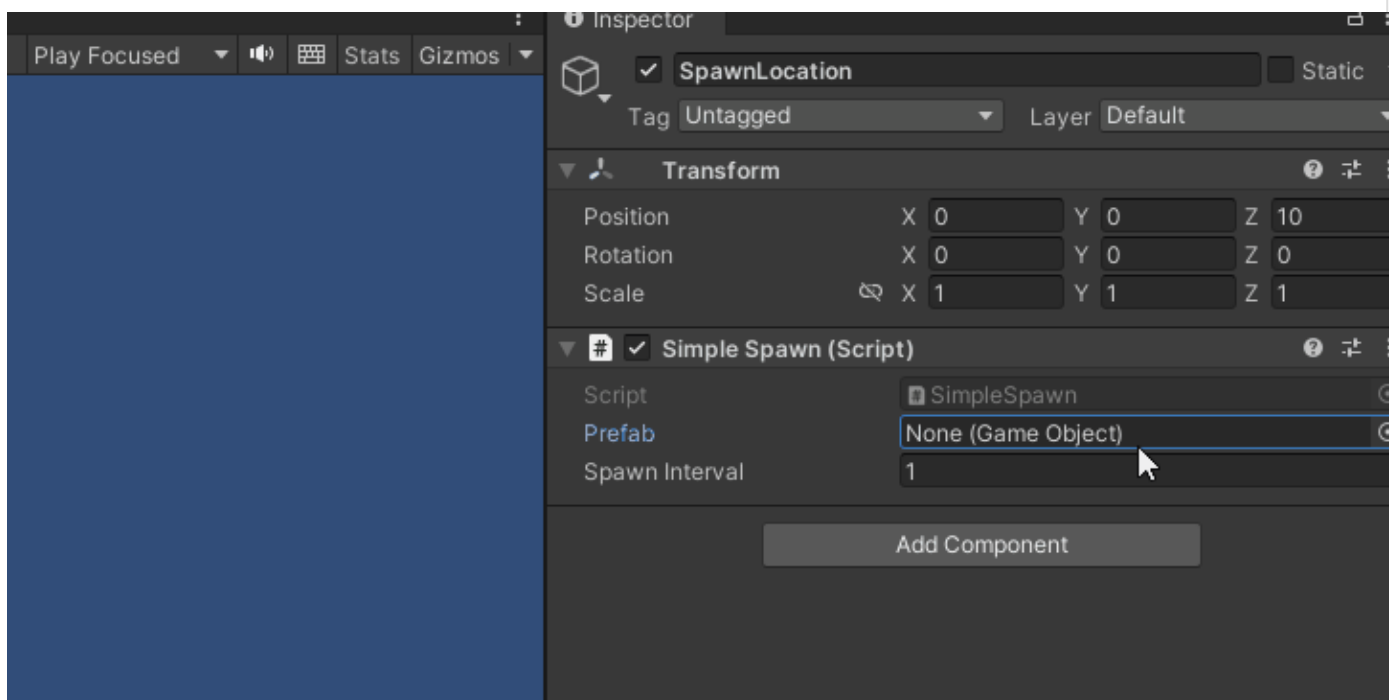
```
    Instantiate(prefab, transform.position, transform.rotation);
```

```
}
```

```
}
```

## Instantiating a Prefab at a spawn location

In the **Inspector** under the "**Simple Spawn**" Script component assign under Prefab our **RandomWalker** Prefab.



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