Start of semester:

Unity’s documentation website is helpful for quickly searching for syntax

For help on specific problems, unity’s questions site I found is best

End of semester:

Stackoverflow and unity forums are by far the best place for solving bugs.

Unity documentation is helpful for implementing new functionality/browsing to see what unity can do, but is difficulty to navigate and find what your looking for.

Playing/watching VR games on youtube is great for finding new game mechanic ideas to try out.

Overall its difficult to see if a new VR mechanic will work because it seems the best way to test it is to actually build it and try it which sucks cause that can take up lots of time.

Future idea:

Using game dev communities on Discord to talk and get help from people.