

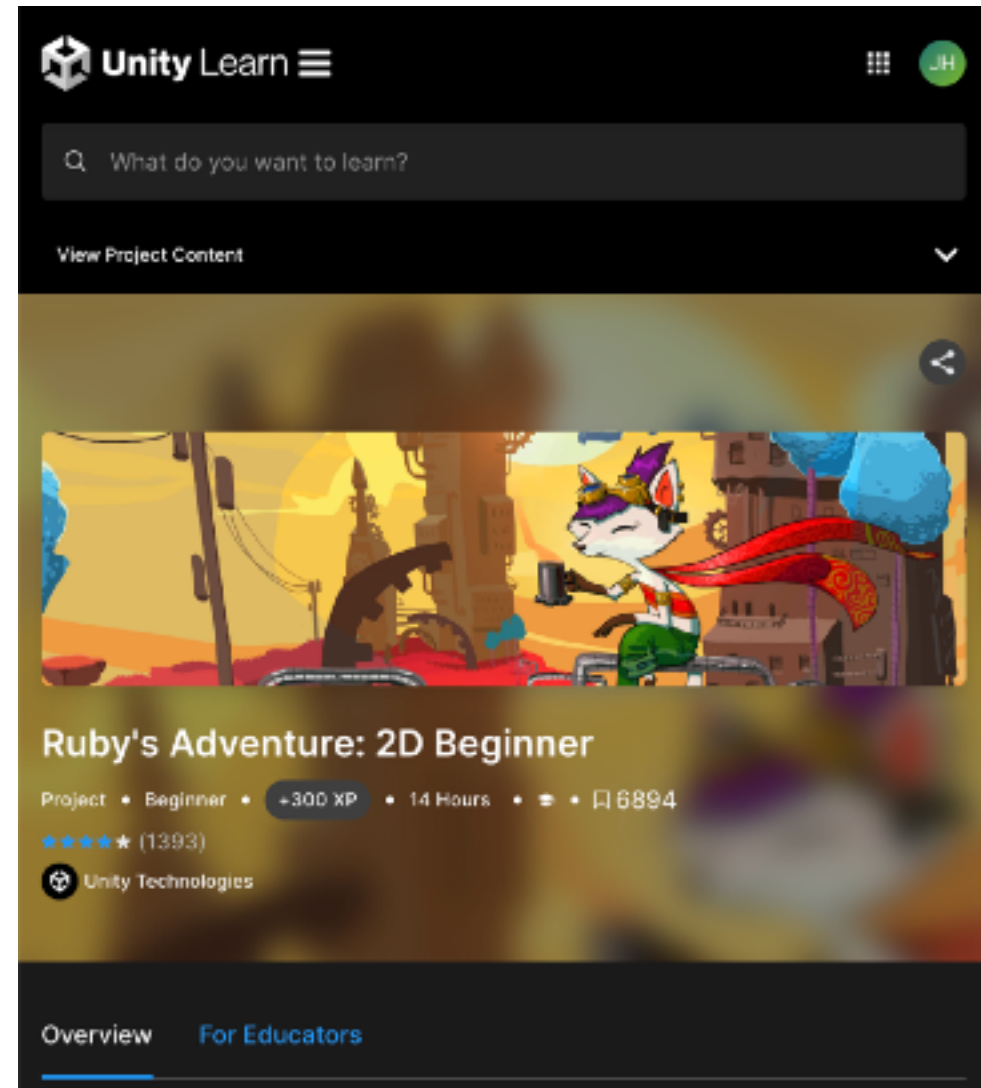
Unity Learn

Unity Learn:

- Unity's official tutorials
- All "difficulty" levels
- (New) systems explained
- Up-to-date

Ruby's Adventure: 2D Beginner

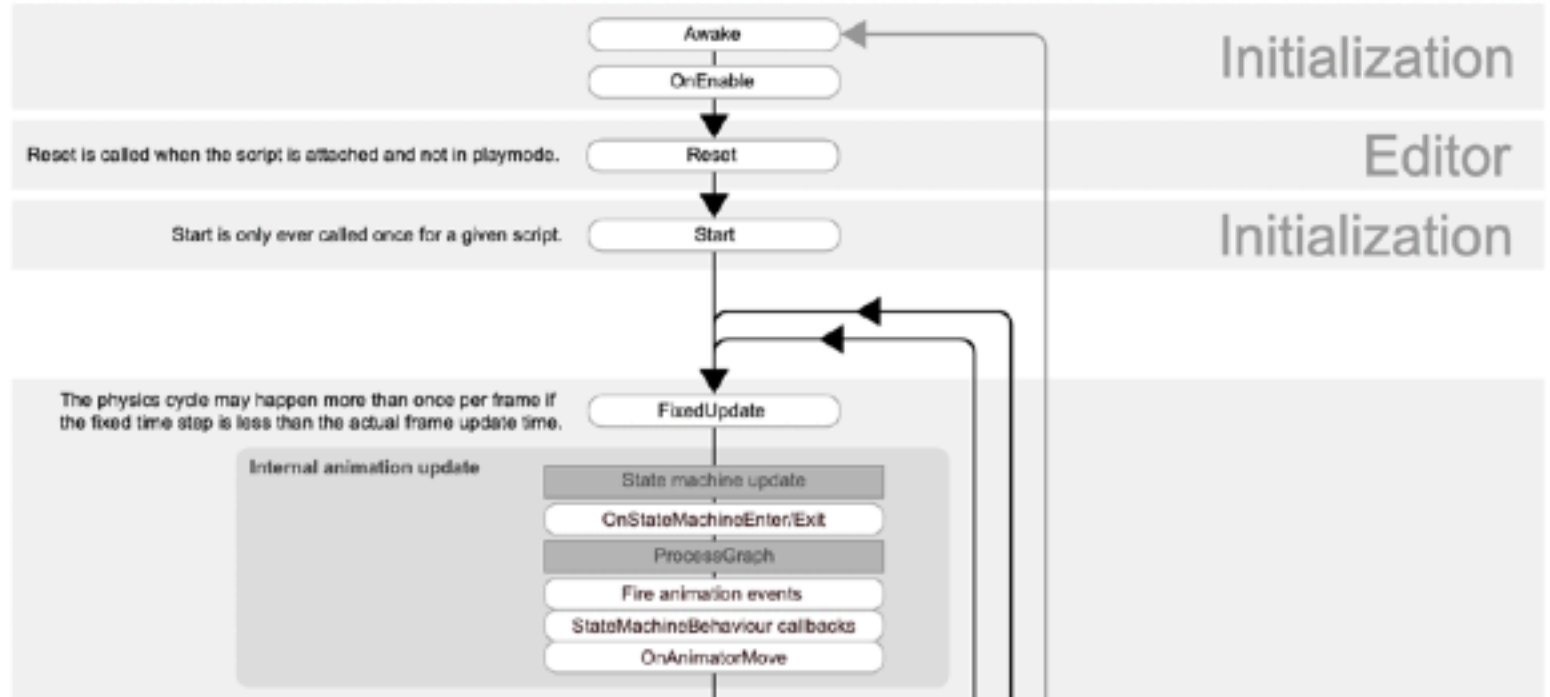
Recommended tutorial for 2D game dev [\[link\]](#) ->



Unity's Script Lifecycle

Most used, in order of execution:

- Awake
- OnEnable
- Start
- FixedUpdate
- OnCollision (+Enter/Exit/Stay)
- Update
- OnDisable



From: [Unity Manual – Order of execution for event functions \[link\]](#)

