

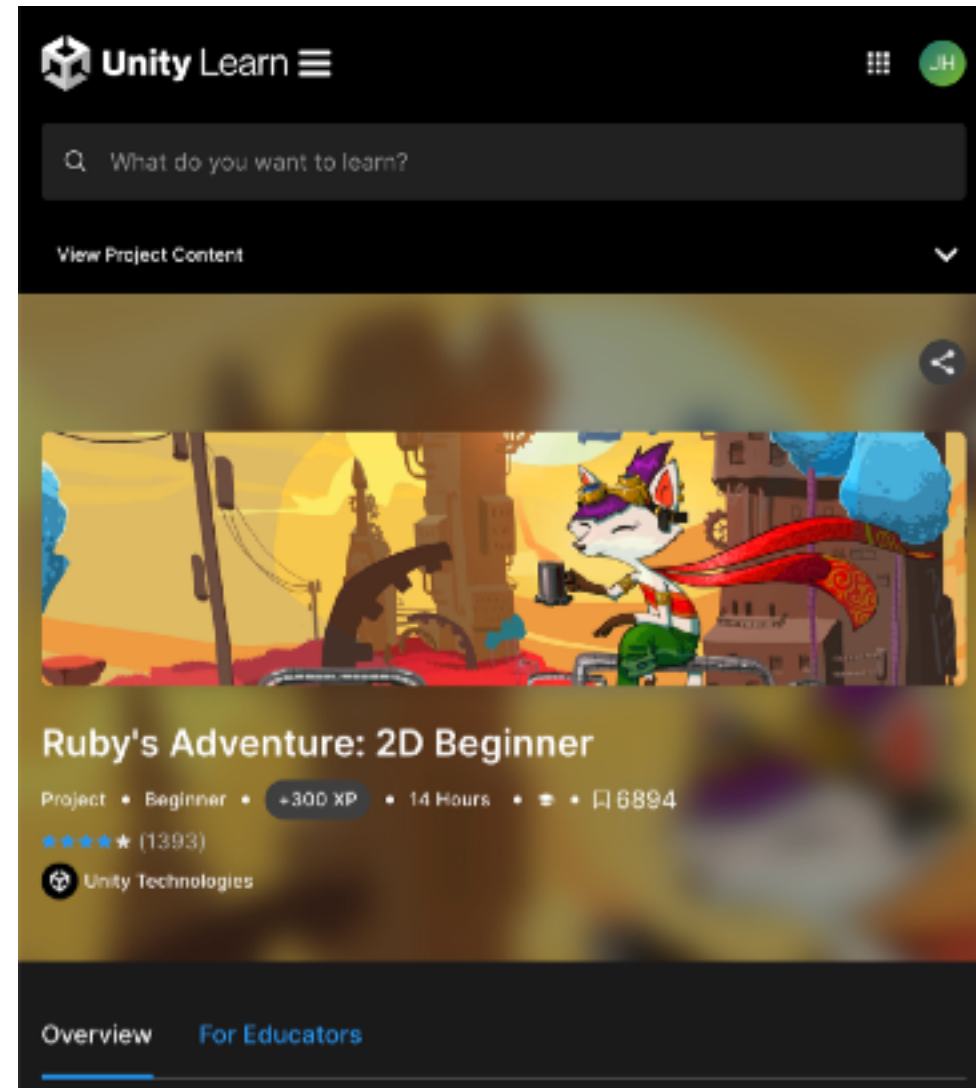
# Unity Learn

## 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

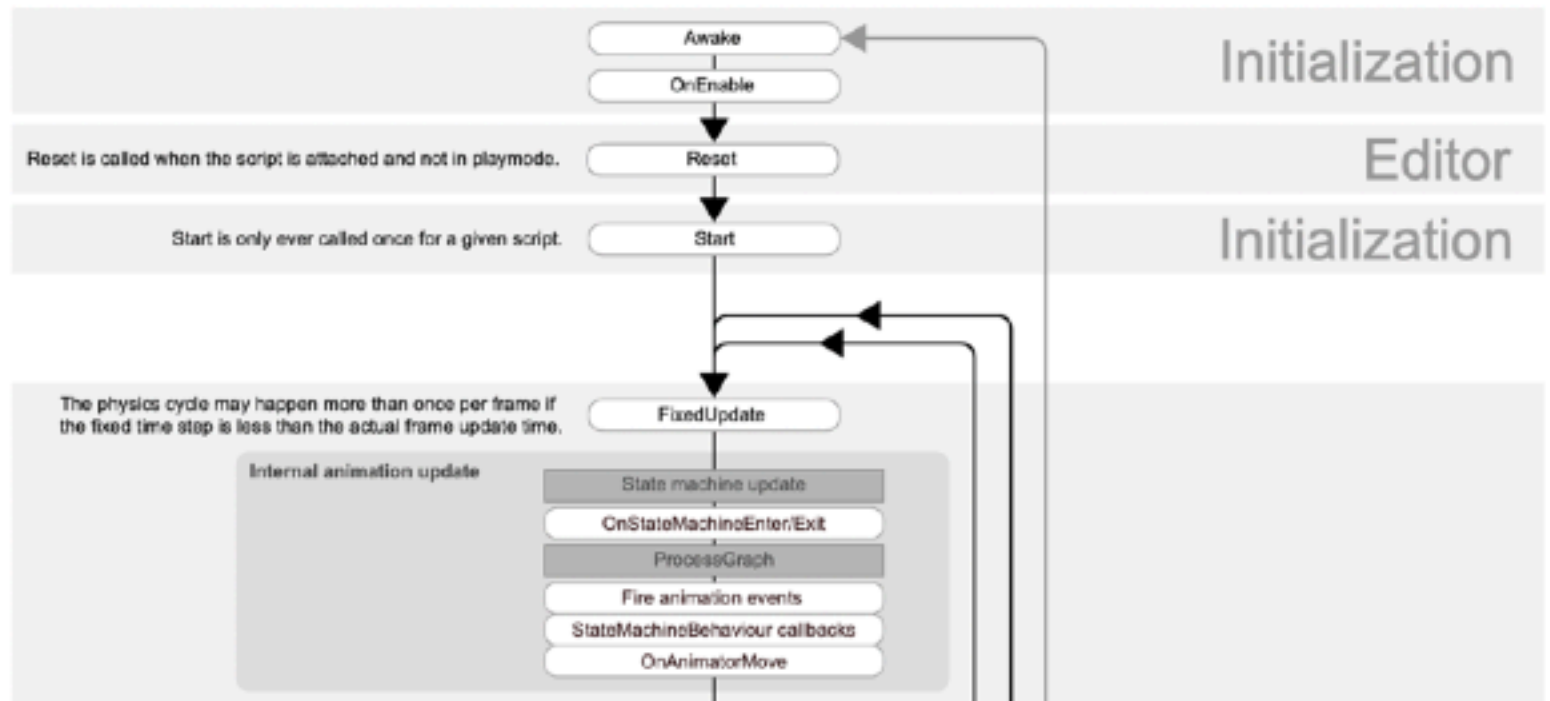
→



# 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]

