

Unity Documentation

1. Unity Manual

“Tutorials” on how Unity’s systems work

The screenshot shows the Unity Documentation website for the Manual section. The top navigation bar includes the Unity logo, 'Unity Documentation', and links for 'Manual' and 'Scripting API'. A search bar is also present. Below the navigation bar, the version is set to '2022.3' and the language to 'English'. The left sidebar lists the 'Unity Manual' contents, with '2D game development' expanded to show 'Introduction to RigidBody 2D'. The main content area shows the breadcrumb 'Unity User Manual 2022.3 (LTS) / 2D game development / Physics 2D Reference / RigidBody 2D / Introduction to RigidBody 2D'. The title 'Introduction to RigidBody 2D' is prominently displayed. Below the title, there is a 'SWITCH TO SCRIPTING' button. The text explains that a RigidBody 2D component can be attached to a `GameObject` to control it with the physics system, noting its similarities to the standard `Rigidbody` but its adaptation for 2D development. A 'How a RigidBody 2D works' section begins, mentioning the `Transform` component's role in positioning, rotating, and scaling a `GameObject` within the `Scene`.

2. Unity Script Reference

Overview of Scripting API

The screenshot shows the Unity Documentation website for the Scripting API section. The top navigation bar is similar to the manual page but highlights 'Scripting API'. The version is '2022.3' and the language is 'English'. The left sidebar lists the 'Scripting API' contents, with 'RigidBody' expanded to show 'RigidBody2D'. The main content area shows the breadcrumb 'Unity Script Reference / RigidBody2D'. The title 'RigidBody2D' is prominently displayed. Below the title, there is a 'SWITCH TO MANUAL' button. The text describes the `RigidBody2D` class as a `Component` that inherits from `Component` and is implemented in `UnityEngine.Physics2DModule`. A 'Description' section explains that the `RigidBody2D` class provides the same functionality in 2D as the `Rigidbody` class in 3D, allowing sprites to be affected by gravity and controlled by forces. A 'Properties' section lists the `angularDrag` property, which is the 'Coefficient of angular drag'.



Unity Learn

Unity Learn:

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

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Recommended tutorial for 2D game dev

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