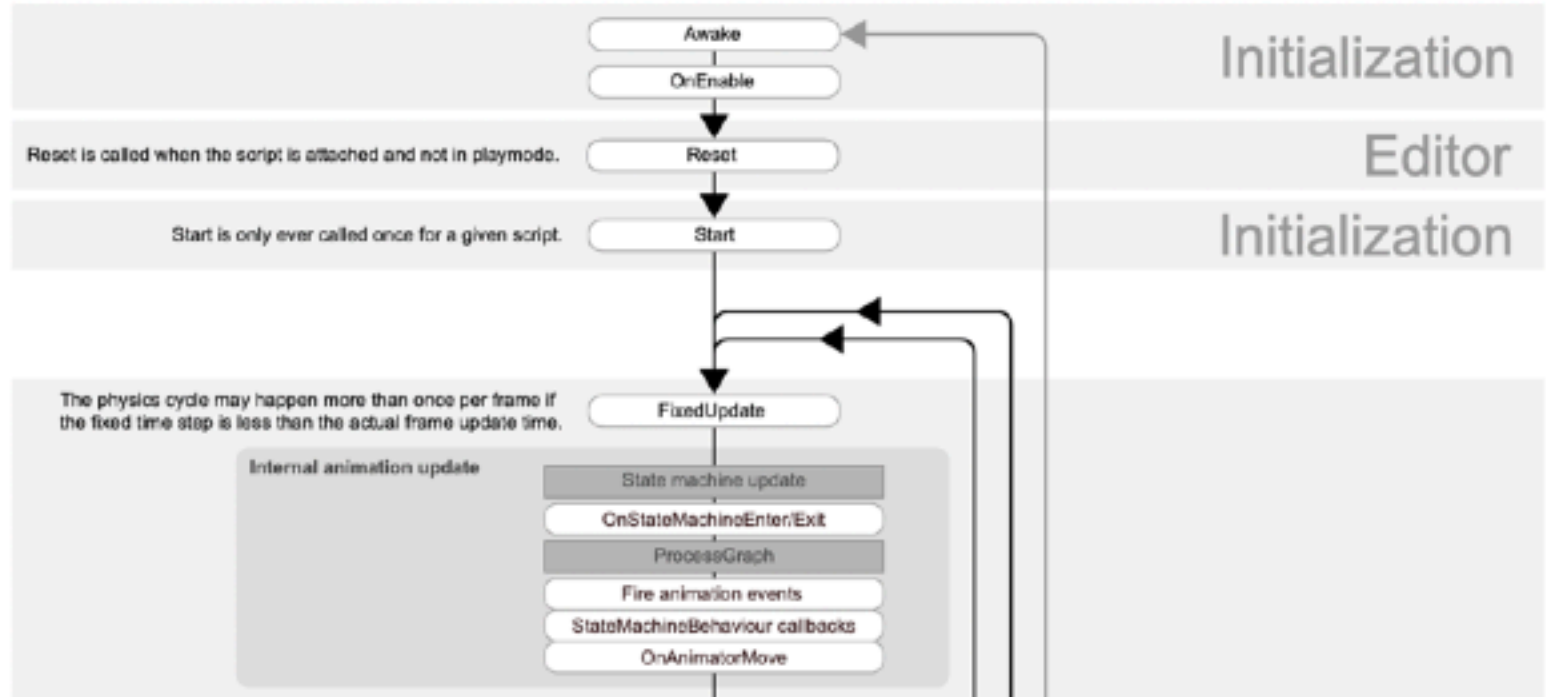


Unity's Script Lifecycle

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 \[link\]](#)



Part 2

- Unity's Component-based workflow
- Creating and Destroying GameObjects
- Using Prefabs [TODO]
- Referencing (Game)Objects

