

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 'Manual' and 'Scripting API' tabs, a search bar, and a version selector set to '2022.3'. The left sidebar lists the 'Unity Manual' contents, with '2D game development' expanded to show 'Physics 2D Reference' and '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 prominent, with a 'SWITCH TO SCRIPTING' button. The text explains that a Rigidbody 2D component is 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.

2. Unity Script Reference

Overview of Scripting API

The screenshot shows the Unity Documentation website for the Scripting API section. The top navigation bar includes 'Manual' and 'Scripting API' tabs, a search bar, and a version selector set to '2022.3'. The left sidebar lists the 'Scripting API' contents, with 'Rigidbody' expanded to show 'Rigidbody2D'. 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 'Rigidbody2D' is prominent, with a 'SWITCH TO MANUAL' button. The text explains that the Rigidbody2D class essentially provides the same functionality in 2D that the Rigidbody class provides in 3D. A 'Description' section follows, detailing how the class is used in the physics engine. 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

Ruby's Adventure: 2D Beginner
Recommended tutorial for 2D game dev

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