

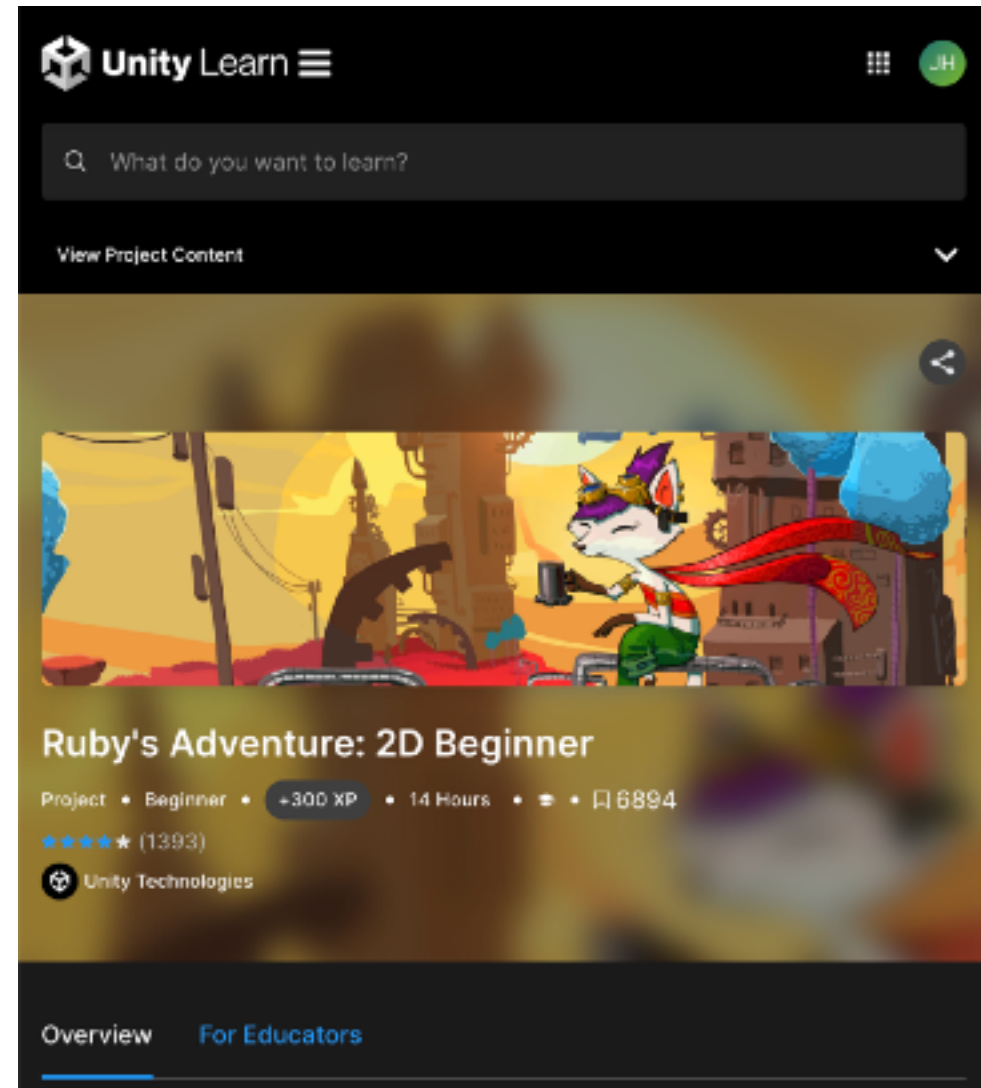
Unity Learn

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

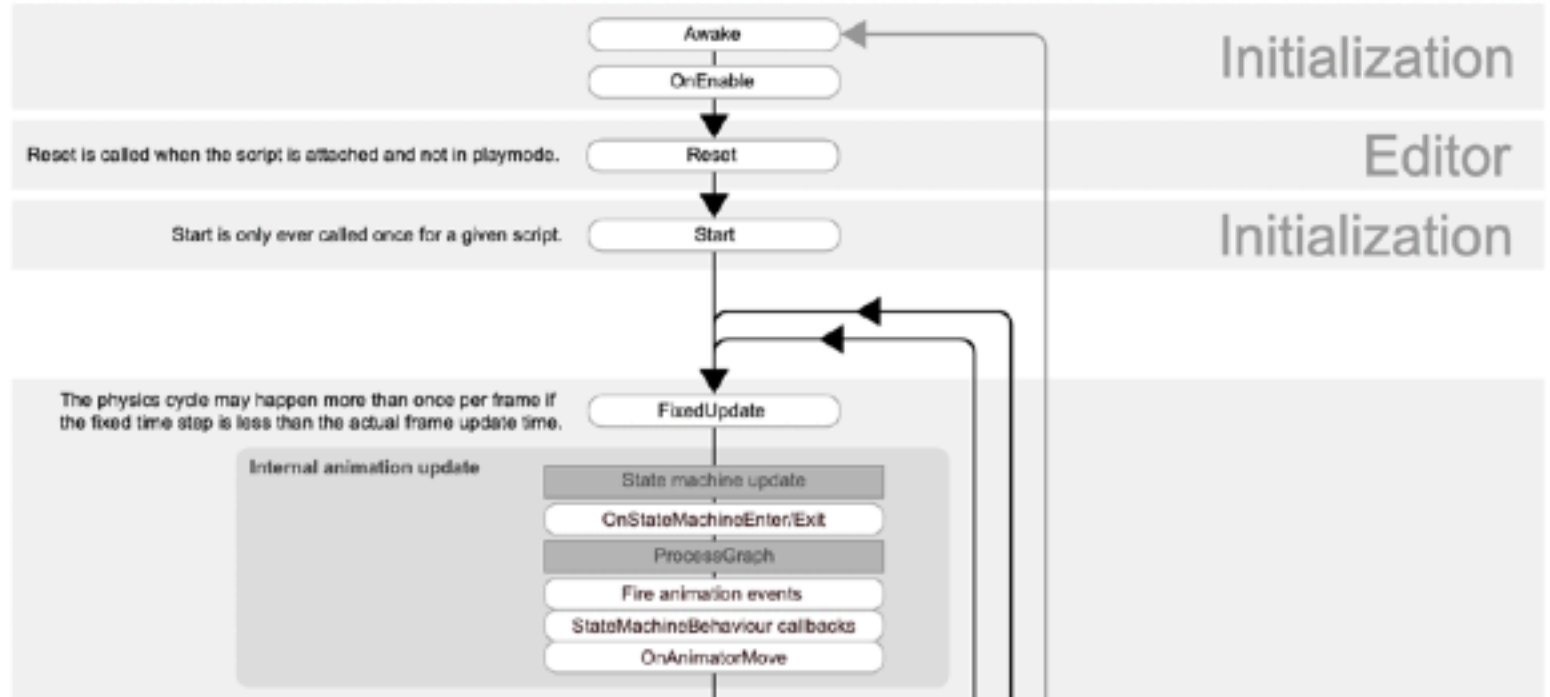
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Unity's Script Lifecycle

Most used, in order of execution:

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



From:

