Unity Advanced Cheat Sheet:

* void Start() {}– runs when game starts
* void Update() {}– runs 60 times a second
* Rigidbody: handles Physics in Unity
* Input.GetKey(KeyCode keyName) – returns true if given key is pressed down.
* private void OnCollisionEnter(Collision collision) {}– runs once when object collides with another
* private void OnCollisionExit(Collision collision) {}– runs once when object leaves collision with another
* addForce(float x, float y, float z) – rigidbody method, adds force in each direction

Code from Basic Workshop:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Movement : MonoBehaviour

{

bool canJump = false;

public Rigidbody rb;

// Start is called before the first frame update

void Start()

{

rb = GetComponent<Rigidbody>();

}

// Update is called once per frame

void Update()

{

if (Input.GetKeyDown(KeyCode.Space) && canJump)

{

rb.AddForce(0, 10, 0, ForceMode.Impulse);

}

if (Input.GetKey(KeyCode.A))

{

rb.AddForce(-2000 \* Time.deltaTime, 0, 0);

}

if (Input.GetKey(KeyCode.D))

{

rb.AddForce(2000 \* Time.deltaTime, 0, 0);

}

}

private void OnCollisionEnter(Collision collision)

{

canJump = true;

}

private void OnCollisionExit(Collision collision)

{

canJump = false;

}

}

Enemy Code for Advanced Workshop:

using System;  
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
public class **Enemy** : MonoBehaviour  
{  
 // Start is called before the first frame update  
 void **Start**()  
 {  
 Rigidbody rb = GetComponent<Rigidbody>();  
 rb.AddForce(100, 0, 0);  
 }  
  
 // Update is called once per frame  
 void **Update**()  
 {  
   
 if(transform.position.x > 10)  
 {  
 transform.position = new Vector3(-10, transform.position.y, transform.position.z);  
 }  
 }  
  
 private void **OnCollisionEnter**(Collision other)  
 {  
 if (other.gameObject.CompareTag("Player"))  
 {  
 Destroy(other.gameObject);  
 }  
 }  
}