

Unity C# Reference

Basic Methods:

- Start(): runs once at start
- Update(): runs every frame
- FixedUpdate(): physics update

Input Handling:

```
if (Input.GetKeyDown(KeyCode.Space)) {  
    Debug.Log("Jump");  
}
```

Common Components:

- Rigidbody, Collider, Transform

Collision Events:

- void OnCollisionEnter(Collision col)
- void OnTriggerEnter(Collider other)

Sample Script:

```
public class Player : MonoBehaviour {  
    void Update() {  
        transform.Translate(Vector3.forward *  
Time.deltaTime);  
    }  
}
```