unity 2D Reference Sheet

Terminology

Asset - A game file (texture, scripts, etc). All assets are stored in a project's *Assets* folder and are visible in the *Project* window

Game Object - The pieces that make up a scene. These are containers for components and are viewable in the *Hierarchy* window

Component - A modular piece of behavior, such as *Light* or *Collider*. Scripts are added to game objects as components. An object's components are visible in the *Inspector* window

Scene - A collection of game objects. Think of a scene like a level

Sprite - a texture used as a flat 2D scene entity

Tile - A square sprite often used to build 2D levels

Palette - A collection of tiles

Tilemap - A grid that tiles are *painted* on when designing 2D levels

Play Mode - When the editor enters play mode the project begins to run and simulate game play. Changes to game objects are not retained when leaving play mode. Be sure to leave play mode before resuming work on a project.

Hotkeys

Scene Movement (2D Mode)

Pan	- Right Click + Drag
Zoom	- Mouse scroll wheel
Select	- F key or double click
Arrow Keys	- Move around

Transform Tools

Q, Hand	- Pan / orbit around
W, Translate	- Move game object
E, Rotate	- Rotate object
R, Scale	- Resize object
T, Rect	- Modify 2D sprites
Y, Composite	- Modify 3D objects

Miscellaneous

Save	- Ctrl or Cmd + S
Duplicate	- Ctrl or Cmd + D
Delete (OSX)	- Cmd + Backspace