**Getting Started with Unity**

Unity Learn offers a comprehensive introduction to C# in Unity, covering the essentials of variables, functions, classes, and more. This guide is perfect for understanding the core concepts of scripting in Unity, such as how to manipulate game objects and implement game logic:

[https://unity.com/how-to/learning-c-sharp-unity-beginners]

This guide walks you through the process of setting up your game environment, creating platform tiles, and programming the logic for endless gameplay and obstacle interaction:

[https://www.sharpcoderblog.com/blog/endless-runner-tutorial-in-unity-3d]

This tutorial emphasizes important concepts such as object pooling, collision detection, and data persistence, which are essential for developing an engaging and dynamic endless runner game.

[https://www.mongodb.com/developer/products/realm/build-infinite-runner-game-unity-realm-unity-sdk/]