

Debug Class

- Log
- Breck
- DrawRay

Script Execution Order Settings

Input class

- Key / Button / Axis
- Project Settings / Input

Physics Class

- Raycasting
- SphereCast
- OverlapSphere

Mathf Class

- Clamp
- Sin/Cos
- Lerp
- long etc...

Screen Class

Time Class

- Time
- deltaTime
- timeScale

Crear Clases

Transformaciones a través de script

- Transform.Translate()
- El problema de rotar un objeto: Quaternions
- Transform.Rotate()
- LookAt

Enabling / Desabling components

Activating / DeActivating GO

Instantiate / Destroy