My current research strategy starts by checking Unity’s scripting API documentation. Next, I’ll search on google and view posts on various coding forums like stackoverflow. If I can’t find what I’m looking for there I search youtube for related videos.

I’ve been using this approach for years and it has worked quite well so I don’t think I will change my strategy. If it isn’t broken, don’t fix it. The only thing I would consider changing is asking for more assistance from the teacher but I enjoy figuring issues out on my own.