

# Documentation & Resources

## Documentation

- Unity Manual <https://docs.unity3d.com/6000.2/Documentation/Manual/XR.html>
- Unity API <https://docs.unity3d.com/6000.2/Documentation/ScriptReference/>
- Unity ARFoundation <https://docs.unity3d.com/Packages/com.unity.xr.arfoundation@6.3/manual/index.html>
- Meta Horizon Oculus Quest <https://developers.meta.com/horizon/develop/unity> &  
<https://developers.meta.com/horizon/documentation/unity/unity-tutorial-hello-vr/> &  
<https://docs.unity3d.com/Packages/com.unity.xr.meta-openxr@2.1/manual/> & <https://www.meta.com/de-de/help/quest/10004693912934783/>

## Stores (selection)

- Unity Asset Store <https://assetstore.unity.com/>
- Envato Market (eg for Sounds) <https://elements.envato.com/sound-effects/game-sounds>
- Freepik / Flaticon / etc.

## Tutorials

- Unity Learn <https://learn.unity.com/>
- Brakeys (basic Gameplay and Interaction Stuff) [https://www.youtube.com/channel/UCYbK\\_tjZ2OrIZFBvU6CCMiA](https://www.youtube.com/channel/UCYbK_tjZ2OrIZFBvU6CCMiA)
- Freya Holmér (for complicated Math Stuff) <https://www.youtube.com/@acegikmo>
- Jason Weimann (Game Structure and Architecture) <https://www.youtube.com/@Unity3dCollege>