To be honest, I completely forgot what you mean by research strategies, but I assume you meant what I do when I encounter problems in coding my game. To be honest, I wouldn’t say they’ve changed that much over the semester, as I’ve never had too much trouble finding the solutions to my problems.

In that case, my game plan is simple. Since most of my issues tend to be VR related, I start off my search with “Unity Oculus” to narrow my issue down a lot. I follow that with whatever the actual problem is. Say I’m having issues with the character controller collision. I would literally search “unity oculus character controller collision”, and over half the time I’ll find my issue on some forum.

If I don’t find the issue, it tends to not be a VR issue, and I then switch to just searching “Unity” followed by my issue. Basically, I start off narrow, then I keep expanding scope until I eventually find something that applies to my situation.

The only way I can think of to improve this is to use better search terms, which just depends on the situation.