

Game Programming

1. Introduction to Unity
2. Unity Environment
3. Scripts as Behaviour Components
4. Awake and Start Methods
5. Update and FixedUpdate
6. Variables and Functions
7. Conditional, Looping and Switch Statements
8. Enabling and Disabling Components
9. Working with Physics
10. Working with Mesh Renderers
11. Activating GameObjects
12. Translate and Rotate
13. Destroying Objects
14. GetButton and GetKey
15. GetAxis
16. OnMouseDown
17. GetComponent
18. Colliders and Triggers
19. Instantiating Objects
20. Coroutines
21. Invoke
22. Game User Interface (UI)

