

### Unity Execution Order

void Awake ()

void OnEnable ()

void Start ()

void FixedUpdate ()

void Update ()

void LateUpdate ()

void OnDisable ()

void OnDestroy ()

### Controller / Movement

Translation      transform.Translate(x, y, z)

Rotation          transform.Rotate(x, y, z)

Rotate Around    transform.RotateAround(x, y, z)

Look              transform.LookAt(target)



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