Cheatography

C# and Unity - The Basics Cheat Sheet

by Datacom via cheatography.com/46480/cs/13506/

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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