

## The Main API Calls Used In The Course

### **Collider2D.OnTriggerEnter2D()**

<http://docs.unity3d.com/ScriptReference/Collider2D.OnTriggerEnter2D.html>

### **Collider2D.OnTriggerExit2D()**

<http://docs.unity3d.com/ScriptReference/Collider2D.OnTriggerExit2D.html>

### **Object.Destroy()**

<http://docs.unity3d.com/ScriptReference/Object.Destroy.html>

### **Collider2D.OnCollisionEnter2D()**

<http://docs.unity3d.com/ScriptReference/Collider2D.OnCollisionEnter2D.html>

### **GameObject.CompareTag()**

<http://docs.unity3d.com/ScriptReference/GameObject.CompareTag.html>

### **MonoBehaviour.OnMouseDown()**

<http://docs.unity3d.com/ScriptReference/MonoBehaviour.OnMouseDown.html>

### **Random.Range()**

<http://docs.unity3d.com/ScriptReference/Random.Range.html>

### **Object.Instantiate()**

<http://docs.unity3d.com/ScriptReference/Object.Instantiate.html>

### **MonoBehaviour.Invoke()**

<http://docs.unity3d.com/ScriptReference/MonoBehaviour.Invoke.html>

### **MonoBehaviour.InvokeRepeating()**

<http://docs.unity3d.com/ScriptReference/MonoBehaviour.InvokeRepeating.html>

### **Rigidbody2D.AddForce()**

<http://docs.unity3d.com/ScriptReference/Rigidbody.AddForce.html>

### **Input.GetAxis()**

<http://docs.unity3d.com/ScriptReference/Input.GetAxis.html>

### **Component.GetComponent()**

<https://docs.unity3d.com/ScriptReference/Component.GetComponent.html>

### **AudioSource.Play()**

<https://docs.unity3d.com/ScriptReference/AudioSource.Play.html>

### **GameObject.Find()**

<http://docs.unity3d.com/ScriptReference/GameObject.Find.html>

<http://MasteringUnity2D.com>

**GameObject.FindWithTag()**

<http://docs.unity3d.com/ScriptReference/GameObject.FindWithTag.html>

**MonoBehaviour.OnBecameInvisible()**

<http://docs.unity3d.com/ScriptReference/MonoBehaviour.OnBecameInvisible.html>

**Time.deltaTime()**

<http://docs.unity3d.com/ScriptReference/Time-deltaTime.html>

**Slider UI Element**

<http://docs.unity3d.com/ScriptReference/UI.Slider.html>

**WheelJoint2D**

<http://docs.unity3d.com/ScriptReference/WheelJoint2D.html>

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API Calls Grouped (Roughly) By Function

## Game Objects Hitting Each Other

**Collider2D.OnTriggerEnter2D()**

<http://docs.unity3d.com/ScriptReference/Collider2D.OnTriggerEnter2D.html>

**Collider2D.OnTriggerExit2D()**

<http://docs.unity3d.com/ScriptReference/Collider2D.OnTriggerExit2D.html>

**Collider2D.OnCollisionEnter2D()**

<http://docs.unity3d.com/ScriptReference/Collider2D.OnCollisionEnter2D.html>

**GameObject.CompareTag()**

<http://docs.unity3d.com/ScriptReference/GameObject.CompareTag.html>

## User Interaction (Mouse and Keyboard)

**MonoBehaviour.OnMouseDown()**

<http://docs.unity3d.com/ScriptReference/MonoBehaviour.OnMouseDown.html>

**MonoBehaviour.OnMouseDownDrag**

<http://docs.unity3d.com/ScriptReference/MonoBehaviour.OnMouseDownDrag.html>

**MonoBehaviour.OnMouseUp**

<http://docs.unity3d.com/ScriptReference/MonoBehaviour.OnMouseUp.html>

**Input.GetAxis()**

<http://docs.unity3d.com/ScriptReference/Input.GetAxis.html>

## Creating and Destroying Game Objects

### **Object.Destroy()**

<http://docs.unity3d.com/ScriptReference/Object.Destroy.html>

### **Object.Instantiate()**

<http://docs.unity3d.com/ScriptReference/Object.Instantiate.html>

### **MonoBehaviour.Invoke()**

<http://docs.unity3d.com/ScriptReference/MonoBehaviour.Invoke.html>

### **MonoBehaviour.InvokeRepeating()**

<http://docs.unity3d.com/ScriptReference/MonoBehaviour.InvokeRepeating.html>

### **MonoBehaviour.OnBecameInvisible()**

<http://docs.unity3d.com/ScriptReference/MonoBehaviour.OnBecameInvisible.html>

## Move a Game Object (w/attached Rigidbody2D Component)

### **Rigidbody2D.AddForce()**

<http://docs.unity3d.com/ScriptReference/Rigidbody.AddForce.html>

## Miscellaneous Calls

### **Random.Range()**

<http://docs.unity3d.com/ScriptReference/Random.Range.html>

### **AudioSource.Play()**

<https://docs.unity3d.com/ScriptReference/AudioSource.Play.html>

### **Component.GetComponent()**

<https://docs.unity3d.com/ScriptReference/Component.GetComponent.html>

### **GameObject.Find()**

<http://docs.unity3d.com/ScriptReference/GameObject.Find.html>

### **GameObject.FindWithTag()**

<http://docs.unity3d.com/ScriptReference/GameObject.FindWithTag.html>

### **PlayerPrefs()**

<http://docs.unity3d.com/ScriptReference/PlayerPrefs.html>

### **Time.deltaTime()**

<http://MasteringUnity2D.com>

<http://docs.unity3d.com/ScriptReference/Time-deltaTime.html>

**Slider UI Element**

<http://docs.unity3d.com/ScriptReference/UI.Slider.html>

**WheelJoint2D**

<http://docs.unity3d.com/ScriptReference/WheelJoint2D.html>

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## Extra Information about Scripting in Unity

**Unity Scripting Reference**

<http://docs.unity3d.com/ScriptReference/index.html>

**Unity's Animation System** (much more in-depth than we will go)

<http://docs.unity3d.com/Manual/AnimationOverview.html>

**The Unity UI System**

<http://docs.unity3d.com/Manual/UISystem.html>

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## Art and Audio Assets

**Unity Asset Store**

<https://www.assetstore.unity3d.com>

**Kenney.nl**

<http://kenney.nl/assets/>

**Game Art Guppy**

<http://www.gameartguppy.com>

**Open Game Art**

<http://opengameart.org>

**Website for Fonts**

<http://www.dafont.com>