2D Game Development

- Mobile Development
  

- Unity remote for testing without deployment
  

- Touch screen action detection
  
  - [https://www.youtube.com/watch?v=SrCUO46jcXk](https://www.youtube.com/watch?v=SrCUO46jcXk)

- Sprites
  
  - Sprite Renderer: [http://docs.unity3d.com/Manual/class-SpriteRenderer.html](http://docs.unity3d.com/Manual/class-SpriteRenderer.html)
  
  - Sprite Editor:
    

- 2D animation
  
  - [https://unity3d.com/learn/tutorials/modules/beginner/2d/2d-overview](https://unity3d.com/learn/tutorials/modules/beginner/2d/2d-overview)
  
  - Character Controller:
    

Sound

- Sound
  
  - [https://unity3d.com/learn/tutorials/topics/audio](https://unity3d.com/learn/tutorials/topics/audio)
  

- Where to get sound
  
  - [http://freesound.org/](http://freesound.org/)
  

Other Miscellaneous

- Particle system
  

- Making a scene selection Menu:
  