

Unit 1: Unity Editor

Lesson 1: Unity interface and its windows

Activity 5 (🕒 10' minutes): **Matching definitions**

Match the following words on the left with the corresponding purpose on the right. There is only one correct definition for each.

SCENE	Switches transform tools
INSPECTOR	Shows outputs for debugging
PROJECT	Shows properties and adds components
HIERARCHY	Playtests the game
	List of all assets available
	Dependencies between gameobjects
	Toggles center or pivot points
	Interacts end moves gameobjects
	External editor for scripts