

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