

Unit 1: Unity Editor

Lesson 2: GameObjects and Prefabs

Activity 5 (🕒 5' 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.

PREFAB	Downloaded model of a building
	Highlights the prefab in the project
	Saves the edits to the current object
APPLY	Saves the edits to the stored prefab
	Finds the prefab in the scene
REVERT	Selects the current component
	Stored object to be cloned
SELECT	Deletes the current object
	Cancels each edit made to one instance