Assets- an item that can be used in a game or a project. An asset may come from a file created outside of unity like a 3D model, audio file, image, or any other file that unity supports. Some assets can be created with unity.

First Person Controllers- first person controller is a type of character controller that controls the viewpoint from the first person. It gives a realistic view and is used for projects and games like first person shooters.

Prototyping Package- asset package that comes with prototype placeholder objects that can be replaced, usually involves structures like walls, floors, and other objects.

Hot Keys- unity hot keys are buttons that can be pressed to perform an action. Some of these actions can change tools, move, or pan around an object, create new objects, switch views and windows, or edit.

Scene View / Vertex Snapping Feature- interactive view in project. Can use scene view to select and position scenery, characters, light, and other game objects. Vertex snapping is used to quickly assemble scenes, select the mesh and move cursor over to a vortex of a different mesh and it will snap to the other mesh.