File   Edit   Assets   GameObject   Component   Ocu

New Scene	Ctrl+N
Open Scene	Ctrl+O
Open Recent Scene	>
Save	Ctrl+S
Save As...	Ctrl+Shift+S
Save As Scene Template...	
New Project...	
Open Project...	
Save Project	
Build Settings...	Ctrl+Shift+B
Build And Run	Ctrl+B
Exit	