Unity topics:

* Coroutines, quaternion
* Invoke, invoke repeating
* Classes and objects
* List and structures
* Mathf functions
* Game manager
* Oops concepts
* Camera controls
* Advance physics
* Optimization and rendering output
* Inventory management
* Vector function
* Different types of movement
* I tween
* Advance enemy ai follow options
* Unity intermediate functions
* Unity basic to advanced only programming
* I enumerator

* Inheritance, Polymorphism, and Encapsulation
* Base and derived classes
* Overriding and overloading methods
* Interfaces and abstract classes
* Exception Handling
* Try-catch-finally blocks
* Custom exceptions
* Delegates and Events
* Creating and using delegates
* Event handling in C#
* Unity-Specific C# Scripting
* MonoBehaviour Class
* Unity's scripting lifecycle (Awake, Start, Update, FixedUpdate, LateUpdate)
* Managing MonoBehaviour components
* Coroutines
* Using IEnumerator and coroutines for asynchronous tasks
* Input Handling
* Keyboard and mouse input
* Touch input for mobile devices
* Transform Operations
* Position, rotation, and scaling of GameObjects
* Parenting and unparenting objects
* Physics and Collisions
* Handling Rigidbodies and Colliders
* Collision detection and response
* Raycasting for object interaction
* Scripting Animations
* Controlling animations through scripts
* Animation events and transitions
* UI Scripting
* Managing UI elements (Buttons, Text, Sliders) through scripts
* Responding to user input in the UI

So, this is basically a 2d and a 3d game consisting of very basic mechanics but a strong logics

The 2d game I made was a click type which has two balls one is red and another is black so technically I integrated the physics and other details into the scripts and I made them work .The problems I faced was couldn’t able to implement score functions as I can’t refer the destroyed prefabs to implement score systems so that’s the only issues here if that’s fixed the game is good to go  
  
  
The 3d Game I made was a shooter kind of game which has a player and 3 enemy will be coming towards the enemy if they touch the collider the game ends the player should able to kill everyone to maintain the game and run properly .The problems I faced was same couldn’t able to implement score system as I cannot refer the project prefab into the inspector tab it kept on showing “Type Mismatch” the thing I left is implementing the score and game over system as it took a lot of time