**Hierarchy:** It contains all the game object that form the game. We add different components to do stuff in these objects.

**Inspector Panel:** Every component that is attached to game object is showed here. By default, every object contains Transform component. We can add component there. Searching for component is faster, even though we can go through menu to add as well. We can click on the cube and give icon to objects.

**Project tab:** It will show all the folders and files I have in the game.

**Scene tab:** Is the game editor. Every game object we can see in the scene tab.

**Game tab:** It shows how the game is shown on actual device. We can check for different resolution of game in this tab.

**Console tab:** used for debugging mostly. It shows errors of projects, logs etc. But better ones are in asset store.

**Animation:** we create animation here, display them and set frame rate etc.

**Animator:** We connect the animation together in this tab.