1) Setting up Unity remote on phone: https://docs.unity3d.com/Manual/UnityRemote5.html

2) Setting up simulator: https://docs.unity3d.com/Packages/com.unity.device-simulator@3.0/manual/index.html

3) Understanding Vectors: what they are, unit vector, dot products

4) Touch detection

5) Swipe detection

6) Debug display vectors

7) Debugging code

8) foreach loops

9) MVC

10) Github and Unity: https://www.youtube.com/watch?v=qpXxcvS-g3g