Unity UI Glossary

A **GameObject** is the base that all elements of your game are made from! By default, they only contain Transform information (where your object is, how big it is, and how it is oriented in the scene), but by adding **Components** they can do pretty much anything you need for your project! For example, adding a Collider component will make your GameObject bump into other objects with colliders, and a Renderer component will tell the camera that this is something that can be seen. Even the camera itself is a GameObject with a Camera component!

The **Inspector** tells you everything about a selected GameObject. Here, you'll typically see several sections with different titles and information. These are your GameObject's **Components**! At the bottom of the Inspector you will see a button that allows you to add a Component to your GameObject.
By default, this will be on the right side of your screen

The **Scene View** is where you can *edit* what you have in your game. This is where you can reposition, resize, and generally adjust the GameObjects in your project.
By default, this will be in the center of your screen, on the first tab

The **Game View** will show you what the actual gameplay looks like. You won't be able to edit anything in this view.
By default, this will be in the center of your screen, on the second tab

The **Hierarchy** is where all of the GameObjects in your Scene can be found. This will show up as a list of GameObjects that you can click through. You can use this to organize your scene by reordering objects or parenting them to other GameObjects.
By default, this will be on the left side of your screen

The **Project Panel** is where all of the files associated with your project can be found. In this panel, you will mostly interact with the **Assets Folder**. This is where you'll be storing your sprites, audio, scripts, scenes- pretty much

everything in your game! By dragging these files into your hierarchy or into an Inspector slot on a GameObject, you can use these imported files into your game.

By default, this will be on the bottom of your screen, on the first tab

The **Console** is where any errors or debug information can be found as you test your game. For example, if something isn't hooked up correctly on a GameObject, you will get a message in this view. This becomes very important once you start getting into coding for your project!

By default, this will be on the bottom of your screen, on the second tab

Play Mode is how you can see what your game looks like when it's running. You'll want to check this often to see how the changes you are making affect the actual gameplay, however you should be aware that **any changes you make while in Play Mode will not be saved!**

By default, the toggle for this will be at the top center of your screen

Unity Default Layout

If your screen looks different than this, don't panic! You can reset the layout to look like this by going to
Window>Layouts>Default at the top of your screen