* A screenshot of your Unity interface that shows:
  1. A script called “HelloWorld” attached to a main camera GameObject
  2. The Console panel open with the HelloWorld Debug.Log statement showing at runtime

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| --- | --- |
| * + 1. A script called “HelloWorld” attached to a main camera GameObject |  |
| * + 1. The Console panel open with the HelloWorld Debug.Log statement showing at runtime |  |

* A screenshot of your IDE (Visual Studio) that shows:
  1. Visual Studio installed and functioning
  2. Hello World script

|  |  |
| --- | --- |
| * + 1. Visual Studio installed and functioning |  |
| * + 1. Hello World script |  |