The hierarchy stores all the elements of the programme inside it. The inspector tab inspects any object that you click on from the hierarchy. The rectangle allows you to switch between the normal view and debug mode. You can switch between the game view and the scene view by clicking the tab associated with them. The project window is where all the assets stay. To add items to the scene, select gameObject, select the model and import it into the scene. You can click on the object or press f2 and rename the item. The x axis involves sideways, the y represent height and the z axis represent depth. You can change the location, rotation and scale of the object using these features. The right mouse if you click hand allows you to rotate the scene, left allows you to pan and the middle allows you to zoom certain distance. To focus on the object itself, click on the object name in the hierarchy or the object in the scene and press the f key or double click the object on the higher hierarchy.