

GAME DEVELOPMENT

1. Understanding Unity's interface: Scene view, Game view, Hierarchy, Inspector, Project window.
2. Creating and placing basic objects
3. Using folders and hierarchy structure for better organization
4. Physics manipulation

Quests

1. Create basic shapes like cubes, spheres, and planes and manipulate their properties (scale, rotation, position)

Improvement

- 1 Using C# scripting to move objects around (translate, rotate, etc.
2. Implement falling objects by applying gravity or forces to objects with rigidbody components

Credit points :50