

Belt	Game	Page Start	Page End	Step Start	Step End	Animations	Arrays	Cinemachine	Colliders	Functions	Functions - Destroy	Functions - Find	Functions - Instantiate	Functions - Invoke	Functions - Translate	GO - Image	GO - Plane	GO - Quad	Input	Layers	Lists	Loops	NavMesh	Particles	Physics	PlayerPrefs	Raycasts	Scene Management	Tags	Textures	Triggers	UI	Unity Tools	Unity Hub	Notes	
Purple	Getting Started with Unity	6	7	1	7																												✓	Hub and accounts		
Purple	Dropping Bombs	12	12	11	11																												✓	Mouse Tools		
Purple	Scavenger Hunt	32	34	8	11											✓		✓																Adding an image to a quad		
Purple	Scavenger Hunt	35	36	15	18			✓																										Adding Cinemachine		
Purple	Scavenger Hunt	38	39	21	26			✓																										Confine Cinemachine		
Purple	Scavenger Hunt	40	41	28	30				✓																									Bounding with an edge collider		
Purple	Meany Bird	72	73	26	27					✓	✓			✓																				Destroy objects with Invoke		
Purple	Don't Touch The Cubes	105	105	0	0					✓																									Intro to C# functions and variables	
Purple	Dropping Bombs 2	186	195	12	41	✓																												Animations		
Purple	Dropping Bombs 4	226	231	2	16																			✓											Adding particle system with custom images	
Brown	Find the Exit	10	14	9	12					✓									✓																Translating objects with Inputs	
Brown	Cloud Hop	22	27	7	10c																				✓										Adding forces to rigid bodies	
Brown	Jungle Escape	35	42	6	8b															✓							✓								Using raycasts to determine if an object is on the ground	
Brown	Jungle Escape	44	52	10	15d	✓																													Animation states	
Brown	Ninja Run	57	59	4	4g				✓																							✓			Collectables as triggers	
Brown	Ninja Run	60	61	5	5d																								✓						Adding a new tag and using CompareTag in a collider	
Brown	Doctor Worm	81	84	13a	15c				✓																										Adding physics to objects	
Brown	RoboMania	116	122	31	39																					✓									Adding forces to rigid bodies	
Brown	Shape Jam	165	169	2a	2j								✓																						Spawning after time	
Brown	Shape Jam	176	187	6a	9b								✓													✓									Normalizing projectile speed.	
Brown	Shape Jam	186	191	10a	10h								✓						✓																Instantiating after player input	
Brown	Labyrinth	201	214	2	13																		✓													Creating and implementing a NavMesh
Brown	CyberFu 2	230	232	8a	9b									✓													✓									Loading a scene by name with Invoke
Brown	Super Ninja World 1	240	246	4a	6e																											✓			Adding images to a UI canvas	
Brown	World of Color	270	274	5a	7d									✓													✓									Reloading scenes using Invoke and Build Settings
Brown	Super Ninja World 3	317	331	1b	9d																						✓					✓				Loading scenes by name using interactive UI
Brown	Scavenger Hunt Deluxe	338		3a	3g																												✓			Designing a text box
Red	Gravity Trails	17	23	17	26			✓																												Bounding cinemachine
Red	Gravity Trails	41	43	56	32								✓						✓																	Instantiating after player input
Red	Gravity Trails	53	54	85	87						✓			✓																						Destroy objects with Invoke
Red	Gravity Trails	61	66	100	112				✓																		✓									Changing the scene on collision
Red	Codey Raceway	106	107	18	21																													✓		Vertex tool
Red	Codey Raceway	112	113	31	34																													✓		Terrain tool
Red	Codey Raceway	119	123	44	52			✓																												Follow object with cinemachine
Red	Codey Raceway	144	153	92	112																													✓		Updating UI text via scripts
Red	Codey Raceway	161	168	130	143								✓										✓													Using a for loop to instantiate objects
Red	Codey Raceway	177	181	159	167																✓															Selecting items from a list
Red	Sulky Slimes	205	205	10	10				✓																											Collider comparisons
Red	Sulky Slimes	208	211	14	18														✓																	User mouse inputs
Red	Sulky Slimes	238	242	57	63	✓																											✓			Using arrays of images for UI
Red	Chef Codey	254	261	6	19				✓								✓														✓					Creating a textured room with plane objects
Red	Chef Codey	270	276	31	43				✓										✓																	Interacting based on trigger colliders
Red	Chef Codey	278	280	47	50								✓																							Instantiating and positioning the new object
Red	Chef Codey	303	303	88	88							✓																								Using Game Object Find to find a game object by name
Red	Chef Codey	317		112										✓										✓												Creating, starting, and stopping particle systems with Invoke