

Roll-A-Ball Quiz

List 3 methods to create Game Objects in Unity

1. Under Hierarchy click **Create**
2. Right-click anywhere in the Hierarchy
3. Click **GameObject** dropdown from the toolbar

What component do you need attached to a Game Object in order to move using scripting?

- Rigidbody

What component do you need attached to a Game Object in order to have it interact with other game objects?

- Box Collider

What panel displays attached component and their properties and parameters?

- Inspector

What panel displays a text list of all our Game Objects?

- Hierarchy

What panel allows us to manipulate Game Objects?

- Inspector

What panel displays all our files and folders for the game we are working on?

- Project

What are the two main programming languages we can write scripts in Unity?

- C#
- JavaScript?
- C++?