U1L1 - Intro to Unity

U1L2 - Intro to C#: Part 1

* Namespaces, classes, and inheritance
* Comments
* Functions

U1L3 - Intro to C#: Part 2

* Data types, variables, and operators
* Conditionals

U1L4 - Unity 2D Physics

* Rigidbody and Collider components

U1L5 - Scripting

* Movement with Input and Time

Project 1 - Basic Platformer

U1L6 - Scene Management

U1L7 - UI

U1L8 - Object Generation

U1L9 - Miscellaneous

* Advanced physics
* AI
* Animation
* Etc.

U1L10 - Final Build