**VISUAL POLISH AND UI**

1. Parallax Scrolling part 1
2. Parallax scrolling part 2
3. Image effects
4. Hiding UI in the Scene View

**MANAGING GAME STATE**

1. Game Manager
2. Player prefs
3. Game Manager Code

**MENUS AND CROSS PLATFORM INPUT**

1. Out of Game Scenes
2. The main menu
3. Cross platform Menu controller support
4. Supporting mobile cross platform input
   1. Import *UnityStandardAssets.CrossPlatformInput* from Assets and change “*Input.”* to “*CrossPlatformInputManager”.* To test using PC keyboard, disable “Mobile Input”