

**Name:** \_\_\_\_\_ **Date:** \_\_\_\_\_

## Rate Yourself:

**Directions:** Use this to rate your understanding of the important terms from Unity Essentials – Essentials of Programming in Unity.

- +** means you are an expert, and you could explain it to anyone here.
- ✓** means you have heard of it, but you are not an expert.
- 0** means you do not know the word yet.

Before Reading:

After Reading:

<b>0</b>	Scripts	<b>+</b>
<b>✓</b>	camelCase	<b>+</b>
<b>0</b>	Default Script	<b>+</b>
<b>0</b>	Unity Scripting API	<b>+</b>
<b>✓</b>	Error Detection	<b>+</b>
<b>✓</b>	Debug.Log	<b>+</b>
<b>0</b>	Code Completion	<b>+</b>
<b>0</b>	Syntax Highlighting	<b>+</b>
<b>✓</b>	Start Function	<b>+</b>

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