

# What are your tips and tricks for getting comfortable with the Editor?

Honestly the best thing you can do is to start really small and just try and do something really, really simple. What I found really worked for me is when I became more confident in Unity I started remaking old retro games, because that was something I thought would be a bit of fun. So I first started by trying to do the basic controls of Pac-Man.

Part of using the Editor is just learning what exists and taking advantage of it. But you can also customise a lot, so get comfortable customising your workspace and making it work for you.

Even if I don't know what this button does, or that button does, I'll learn eventually. I don't need to know all of this right, I just need to know the specific parts I need to make my game, and I'm all set.