Welcome to Week 5: Unity and Git!

This week we will take a deep dive into the foundation of Unity and Git.

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Part 1 - Unity Project Modification

For this section, we will focus on creating a Unity project, navigating the UI, and adding/editing objects on the scene.

1.1 - Create and modifying Unity project
- Create Unity project How to create a Unity project
- Set up the project organization SOP - File Structure Standards
- Add 3D objects to Unity project
- Import C360 package
- Save scene and project

1.2 - Exercise
1. Make a unity project
2. Add item to project
3. Import C360 package
4. Save the project state

Part 2 - Saving and Building

For this section, we will focus on saving the changes made to the Unity project and saving it to repository made on Sourcetree, and building the Unity project to WebGL.

2.1 - Saving & Building Project
- Open Sourcetree
- Modify .gitignore file
- Commit changes

2.2 - Exercise
1. Modify .gitignore file
2. Commit changes