

1. 깃허브-소스트리

- a. 브랜치 사용  
자료)

[https://www.youtube.com/watch?v=\\_3poHPrbnsE&index=13&list=PLuHgQVnccGMCB06JE7zFIAOJtdcZBWrap](https://www.youtube.com/watch?v=_3poHPrbnsE&index=13&list=PLuHgQVnccGMCB06JE7zFIAOJtdcZBWrap) >브랜치 생성

<https://www.youtube.com/watch?v=xE8rFAzP3y0&list=PLuHgQVnccGMCB06JE7zFIAOJtdcZBWrap&index=14> >브랜치 병합

- b. 작업공간 > 커밋 메시지 작성 할 때 자세하게

ex. 수정 or test X > github\_server\_test > move 함수 수정

2. 추가 아이디어

- a. 너프 > 너프몹 중 문어를 넣어서 문어가 공격을 입을 시 암흑모드 실행  
ex. 먹물 뿌림

3. 유니티 설치 > 라이브러리 선택에서 기본적인 체크 + “안드로이드”  
자료)

<https://www.youtube.com/watch?v=POqq6P4Iz3Y&index=1&list=PLRx0vPvIEmdAfwnKLSdcKUCwZHWcv1aVc>

4. 객체 디자인 > 에셋스토어 활용

- a. low poly environment

<https://assetstore.unity.com/packages/3d/environments/low-poly-style-environment-72471> >테마 팩

<https://assetstore.unity.com/packages/3d/environments/landscapes/low-poly-style-mountains-environment-76311> >테마 팩

<https://assetstore.unity.com/packages/3d/environments/low-poly-modular-terrain-pack-91558> 지형

[https://assetstore.unity.com/packages/3d/vegetation/trees/low-poly-trees-pack-73954?aid=1100IKkl&utm\\_source=aff](https://assetstore.unity.com/packages/3d/vegetation/trees/low-poly-trees-pack-73954?aid=1100IKkl&utm_source=aff) 나무

<https://assetstore.unity.com/packages/3d/environments/low-poly-rocks-pack-70164> 돌

자료 ) <https://www.youtube.com/watch?v=2SLmN4Bqh9M>

- b. 캐릭터

<https://assetstore.unity.com/packages/templates/whack-a-mole-82155> 두더지

c. 모델링 + 애니메이션 (필요하다면) 카카오프렌즈 라이언 자료

자료 ) <https://www.youtube.com/watch?v=PH7mqAynRZk> 모델링

<https://www.youtube.com/watch?v=keO15Rs3KMg> 애니메이션

5. 유니티 강의

<https://www.youtube.com/watch?v=POqg6P4Iz3Y&index=1&list=PLRx0vPvIEmdAfwnKLSdcKUCwZHWcv1aVc> 3D 게임 만들기

<https://www.youtube.com/watch?v=3HSexCZqEFk> 1인칭 만들기

6. 카드보드 구입 (3~4개)