**README.md**

**Project Description:**

The aim of this project is twofold.

* First, it serves practicing the git/GitHub workflow, including writing a meaningful REAMDE.
* Second, this is the first time using a debug message with concatinations of strings and variables.

**Development platform:**

Windows 10, Unity version 2019.1.14f1, Visual Studio 2017.

**Target platform:**

WebGL (RefRes: 1280x720 HD-720p)

**Screenshots:**