# Readme

## Commiting to your branch

1. Save your work.
2. Open git desktop
3. Select your branch at the top
4. View changes.
5. Select what you wish to commit
6. Type a meaningful commit message
7. Press commit.

## Updating from master

1. Commit to your branch as above
2. Select the Master branch at the top.
3. Sync.
4. Select the branch you wish to update at the top.
5. Open the drop down menu labelled Compare (may already be labelled something else).
6. Select Master from the list.
7. Press update from Master.
8. Sync.

## Creating a new Gameplay Scene

1. File -> New Scene
2. Add a player prefab to hierarchy
3. Add a game manager to hierarchy
4. Add a temperature manager to hierarchy
5. Add a back wall then select the camera, in the camera script component (if there is no camera script, add one to the camera) select a fourth wall game component. This makes the camera face the correct way
6. Create your level