

## Exercise 10: Unity Basics

Although this exercise isn't worth any points, it gives you valuable programming experience. You're almost definitely going to have to complete the exercises to succeed in the course.

### Clone your repository

1. Accept the assignment to create your repository for submitting your work:  
<https://classroom.github.com/a/zoisH-sO>
2. In GitHub Desktop, clone the repository you just created to your desktop.

### Create your Unity project and prepare for GitHub tracking

3. Use Unity Hub to create a new 2D Unity project named **Exercise10**. Save the project in your new repository folder.
4. Once the project opens in Unity, go to File Explorer and move the `_UnityProjectRoot.gitignore` file into the Unity project folder and rename it to `.gitignore`
5. Go to GitHub desktop and commit your changes with the message: "Create initial Unity project".
  - a. Make sure there are only about 30 files being committed.
  - b. If you have thousands of changed files, return to step 2 to make sure you've named the gitignore file properly and that it is placed at the root of the Unity project not in its original location.
  - c. Ask for help if you are unsure.
6. Push your changes to the remote.

*At this point you are ready to proceed with this assignment. We encourage you to make interim commits as you go. Use your commit message to indicate which step (e.g.: "Completed through step 5").*

### Problem 1 - Create a Unity project and add sprites

7. In Unity Editor, rename **SampleScene** to **Scene0**.
8. **Add a Sprites folder** to the Project window and use your OS to add any three sprites you want to that folder (I suggest you use png files, though Unity supports other file formats as well).
9. In GitHub Desktop, **commit** your changes with the message: "Completed problem 1".

### Problem 2 - Add sprites to scene

10. In Unity Editor, drag each of the sprites from the Sprites folder in the Project window onto the Hierarchy window.
11. Adjust the Position X and Y values in the Transform component to place the new game objects in the scene in a reasonable way.
12. In GitHub Desktop, commit your changes with the message: "Completed problem2".

### Problem 3 - Run the game

13. Click the arrow facing to the right (the Play button) near the top center of the Unity Editor and check out your amazing game in the Game view!
14. Once you're satisfied with your game, make sure you Save your work. We recommend always using **both** **File/Save** and **File/Save Project**.

### Submit your work

15. In GitHub Desktop, commit your changes with the message: "Completed Problem 3", and push to the remote.
  - a. By committing and pushing your updates to GitHub you have submitted your assignment on GitHub Classroom.
16. Return to CodeHS and respond to the prompt.