

# Unity SceneFusion | Level Design Workflow

## What needs to be published?

- Adding new prefabs to the project (placing existing ones needs no publish)
- Creating new scripts (and adding them to an object in the scene)

## How do you end a session?

1. **Users publish** to Collaborate
2. **Host updates** project with Collaborate
3. **Users leave** session
4. **Host leaves** session
5. **Host saves** scene
6. **Host publishes** to Collaborate