**Objective:**

Figure out how fully utilize version control in Unity and reduce number of files needed to push in a Unity project.

**Findings:**

In order to use git with Unity there are a few settings that may need to be enabled first:

* **Enable text serialization and meta files** - this will allow Unity to reconstruct the import settings and merge many types of assets. Make sure “visible Meta Files” and “Force Text” are selected.

Settings 
Audio 
Inpu 
Physics 
p I aye r 
Preset Manager 
Quality 
Script Execution Order 
Tags and Lavers 
Textuesh Pro 
Editor 
unity Remote 
Co rnpre SS io n 
Resolution 
Joystick 
Version Control 
As set ization 

Can create a *gitignore* file to help limit which files are pushed. There are some prebuilt *gitignore* files created specifically for a Unity project. Going to use the file from <https://github.com/github/gitignore/blob/master/Unity.gitignore>. This .gitignore file should be placed at the root of the project directory.

* **Create a .gitignore file**  - exclude Unity Library folder which has the build cache that changes constantly so it's not worth tracking. \*\*Might need to remove '/' on folders in gitignore depending on placement of ignore file.\*\*