Entry Task:

Date: \_\_\_\_4/22/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Merge conflicts, GitHub will let you know when you have a merge conflict or if someone has made one, Show they how to go back to the last safe save file and that will recover the project but without the changes made after and a solution to fixing this long term would be to communicate with the team better about pushing and pulling.

Date: \_\_\_\_4/23/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Yes it would still be useable if you found the settings for it in blander and manually add extra animations.

Date: \_\_\_\_4/24/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

In Unity click on Edit, then Preferences, External Tools then make sure to have the External Script Editor is selected to Visual Studio.

Date: \_\_\_\_4/25/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Its having an issue locating the original materials for the objects, I think the a solutions could be to readd the material from the files and by replacing the material that are still in the project or you might also be able to relocate the materials through the object.

Date: \_\_\_\_4/26/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_