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 added 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\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Can fix it through Edit, Rendering, Materials, and you can select either option or go through Windows, Rendering, and click Render Pipeline Converter.

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

You need to make sure that when you are building your version od the project that you are building it in the builds folder.