

# Github Documentation

Resources

Tutorials

Project Files

Unity Tips & Best Practices

Code Snippets

## Basics 1

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### Presentation

This week's [presentation](#) can be found here

### Resources

- Our own [tips, tricks and best practices](#) for working with Unity, with a bunch of gifs
- A list of [external tutorials](#) to help you with specific topics, from learning the basics to creating a certain effect.
- Get graphics, sounds, code and other free stuff from the [resources](#) page

### Assignment

1. Download and open Unity
2. Create a new 2D project



# Unity Startproject

UnityPackage

[[Github link](#)]

