

I start with import of github package to unity project and upload him to github repository the first time then move a cube and make a interactable interface contract to be able to define as many interactable actions in a entity individually and they all be interactable with the player, the interaction work as a zone trigger in the player that recognizes the object in as a interactable and calls for his interact method by the press of a button, then a construct a singleton class to manager the scenes using a async method to load the scene in background and show a load screen(that is not showing because the scene is to light but the code has a await that you can increase to see). Using the [CyberPunk City Asset Pack](#) as the assets for the project, along with text mesh pro for the ui using [Select Start P2](#) as Font asset.