Version control

VERSION CONTROL ASSIGNMENT

Create a Unity game project that is accessible from github

Suggested Process:

- Create a repo on github.com with the following naming **VS-YourProjectName**

- Don't forget to add the .gitignore file

- Clone the repo to an empty folder through your favorite software

- Create a Unity project in a different folder

- Move the Unity project into the cloned repo

- Add the following package to your project [Solar system package](#)

- Make the adjustment related to the solar system

  - Add transition between the various camera using timeline

  - Add Cinemachine to blend camera transition

- Commit and push your changes

- Git project should contain a readme.md file that indicates your name

- Git repository should contain an executable version of your project

Add me as collaborator for the project **fjellouli@dawsoncollege.qc.ca**

Hand in: Your project setup on git + An executable version

Format: Invitation to your github repo + Link to your repo git

Grade: 5%.

Delivery Method: Lea.

Deadline: September 12

RECOMMENDED READING:
https://girliemac.com/blog/2017/12/26/git-purr/

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