**Using Unity Collaborate can ensure that everyone is working on the same project:**

1. **Open your project in Unity.**

* Click on the Collaborate tab on the top menu bar.
* You will find the collaborate part in the window tab
* Click on the "Enable Collaborate" button.
* Create a new project:

1. **Click on the Collaborate tab on the top menu bar.**
2. **Click on the "Create New Project" button.**
3. **Fill in the project name and description.**
4. **Choose the region closest to your location.**
5. **Click on the "Create Project" button.**
6. **Add team members to the project:**
7. **Click on the Collaborate tab on the top menu bar.**
8. **Click on the "Invite" button.**
9. **Enter the email addresses of the team members you want to invite.**
10. **Click on the "Send Invitation" button.**
11. **Upload your changes:**
12. **Once you have made changes to your project, go to the Collaborate tab.**
13. **You will see a list of all the changed files.**
14. **Select the files you want to upload.**
15. **Enter a brief description of the changes you have made.**
16. **Click on the "Publish" button.**

**Download changes:**

* When other team members make changes to the project, you can download those changes to your local copy.
* Go to the Collaborate tab and click on the "Update" button.
* Select the files you want to update.
* Click on the "Update" button.

**Resolve conflicts:**

* If two or more team members make changes to the same file, a conflict may occur.
* In this case, you will see a "Resolve Conflicts" button next to the file.
* Click on the button and select the changes you want to keep.
* Click on the "Accept Changes" button.

**Since the Collaborate option is deprecated for new versions, we might just have to use Unity Version Control and PlasticSCM**