Unity Collab version control was used alongside GitHub version control for a period, starting at the creation of the early prototype until the team officially moved to using exclusively GitHub due to frequent merge conflicts that arose from using both simultaneously.

For the period Unity Collab was used team members committed work directly to the Unity Collab project, with GitHub being used for specific assets, meeting minutes and development plans.

Work from the Collab project would then be pushed to the Git repository when adding meeting minutes, updating dev plans etc.

This helps to explain the seemingly low number of git commits.