

Instructions

Instructions needed to follow when making implementing your own mechanics

Please see the “Rooms Assigned to you” picture

Please don't rush to create yet, be sure to refer to the READ ME file first BEFORE you jump to implement your game mechanic.

Create a new script

If you want to create a new script, go to Asset → Script → A_(Your Name)_Script and put your scripts there.

Create a new prefab

If you want to create a new script, go to Asset → Script → A_(Your Name)_Prefab and put your Prefabs there.

Editing any scripts not yours

It will be a wiser idea that you let notify me on Telegram which scripts you did not create are you going to edit, but the best practice would be this:

```
//----- Gerard's Script(Start) -----
```

(Coding)

```
//----- Gerard's Script(End) -----
```

So that I know which one is it.

Any Questions

You must talk to me on Telegram, you have my permission to call me if you have to.