Top Level Directory

Why?

There can arise a lot of issues when everyone tries to work at the game directory directly at the same time. Files can conflict, renames of directories, moving of files, etc. To combat this, each member has one directory assigned to themselves in the top level directory. Even if a new change is pushed to the repository, the files in your directory should not be touched and therefore work without problems.

How?

When you are testing stuff in the game, if it is adding music, changing a model in a scene, adding a script, removing a script, you should do it in your own directory. You can have your own test scenes and temporary files, duplicate files and whatever you need here.

Once you feel confident in what you want to add to the main game directory (folder just called "Game"), make sure to pull from Github at least once before moving the file into the game directory, just to make sure you always have the most updated version.

More

The idea behind this is only that everyone has their own environment to test out and store files without conflicting with the main project files. Think of it as your personal space where you can do whatever you want, without worrying about conflicting files.