Unity Asset Store: <https://assetstore.unity.com/>

Git tools:

* <https://github.com/github/gitignore/blob/main/Unity.gitignore> (.gitignore file)
* <https://medium.com/@linojon/git-and-unity-getting-started-ad7c42be8324> (tutorial)

Web links:

* Experiments:
  + <https://www.nasa.gov/mission_pages/station/research/news/iss-20-years-20-breakthroughs>
  + <https://www.mentalfloss.com/article/59639/12-cool-experiments-done-international-space-station>

Farming

* + <https://www.nasa.gov/content/growing-plants-in-space>
  + <https://technology.nasa.gov/patent/KSC-TOPS-73>
  + <https://www.nasa.gov/mission_pages/station/research/benefits/so-you-want-to-be-a-space-farmer>
* VR Development (Unity):
  + <https://youtu.be/E6A4WvsDeLE> (17 minutes, intro)
  + <https://youtu.be/5ZBkEYUyBWQ> (49 minutes, XR Toolkit)
  + <https://youtu.be/YtzIXCKr8Wo> (16 minutes, Making a Level)
  + <https://youtu.be/4PKvVuxNw28> (38 minutes, Transforms)
  + <https://youtu.be/dLYTwDQmjdo> (30 minutes, Physics)
* VR Development (extra):

ISS Experiments of Interest

* Farming in space
* Zero gravity
* Laboratory
  + Multiple experiments, like a hall of fame
  + Farming
  + Space robot
  + Ants in space?
  + Images of Earth (Observation deck)
  + Exploring black holes and pulsars
* Space walk option
* Users can spawn objects to use in zero-gravity
  + E.g. a ball