### These are some rules I (Ansgar) came up with for working together on the Unity project to prevent merge conflicts.

# Rules

## 1. For each sprint, make a new branch for yourself to work on.

This will ensure that our main branch will always stay bug-free. When you make a new branch then first check that you are currently on the main branch. This will ensure that your new branch will be a copy of the main branch, and not of some other branch.

## 2. To work on a scene, duplicate it or make parts of the scene into a prefab.

This will ensure that we will not have any merge conflicts when working on scenes. Instead of duplicating a scene you can also make the part you want to work on into a prefab, and then work on the prefab instead. For example, if you want to change how the furniture is arranged in a room, you can assign each furniture object one parent object “furniture”, make this object into a prefab, and then work on the prefab instead. To make a prefab, simply drag the parent object, in this case the “furniture” object, into the asset folder.

## 3. Make a new prefab variant instead of working on a prefab directly.

This will ensure that we will not have any merge conflicts when working on prefabs. To make a new prefab variant, right click on the prefab and select *Create -> Prefab Variant*.

## 4. Create pull requests instead of merging things yourself.

This will ensure that what ends up on the master branch is approved by the team. We could merge the pull requests together on the sprint review meeting.