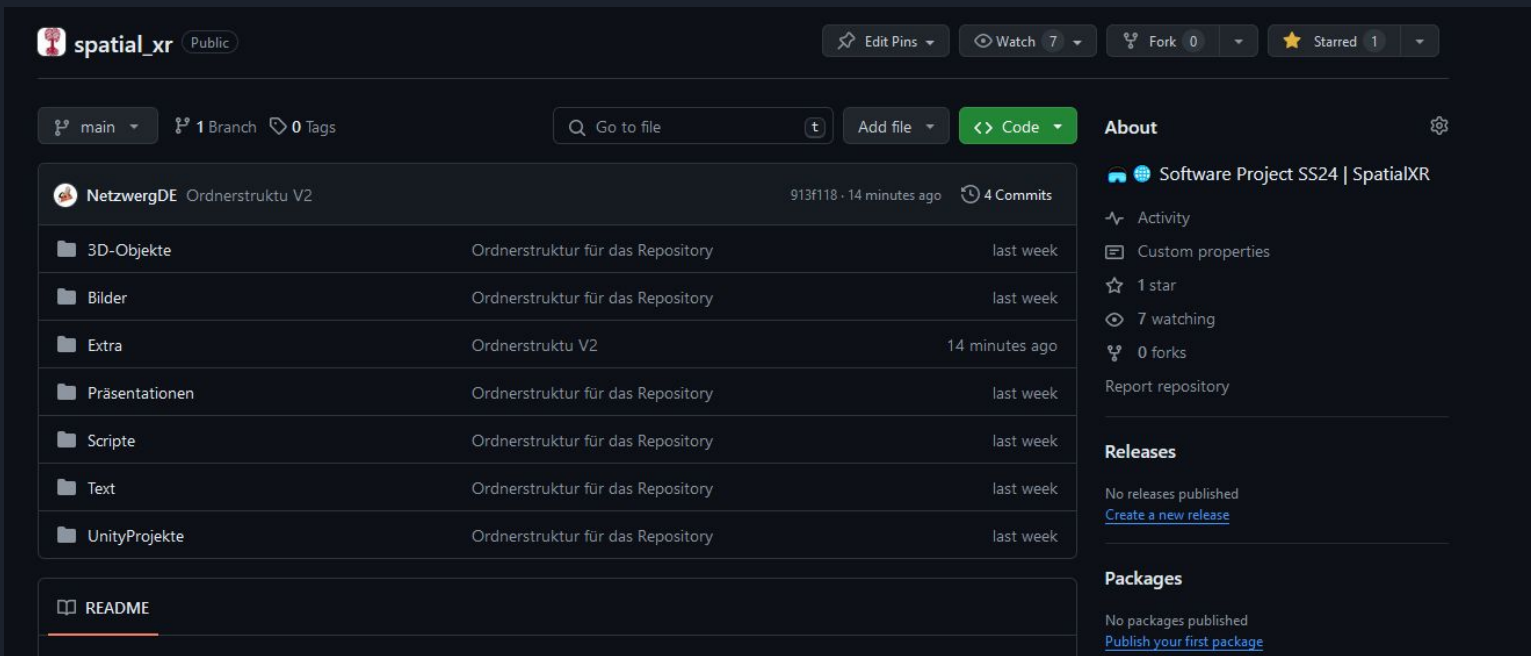




Group Unity

Spatial XR Team Project Second Sprint

Issue #21



The screenshot shows the GitHub interface for the repository 'spatial_xr'. The repository is public and has 1 branch and 0 tags. The main branch is selected. The repository contains a directory structure with the following folders and their last commit times:

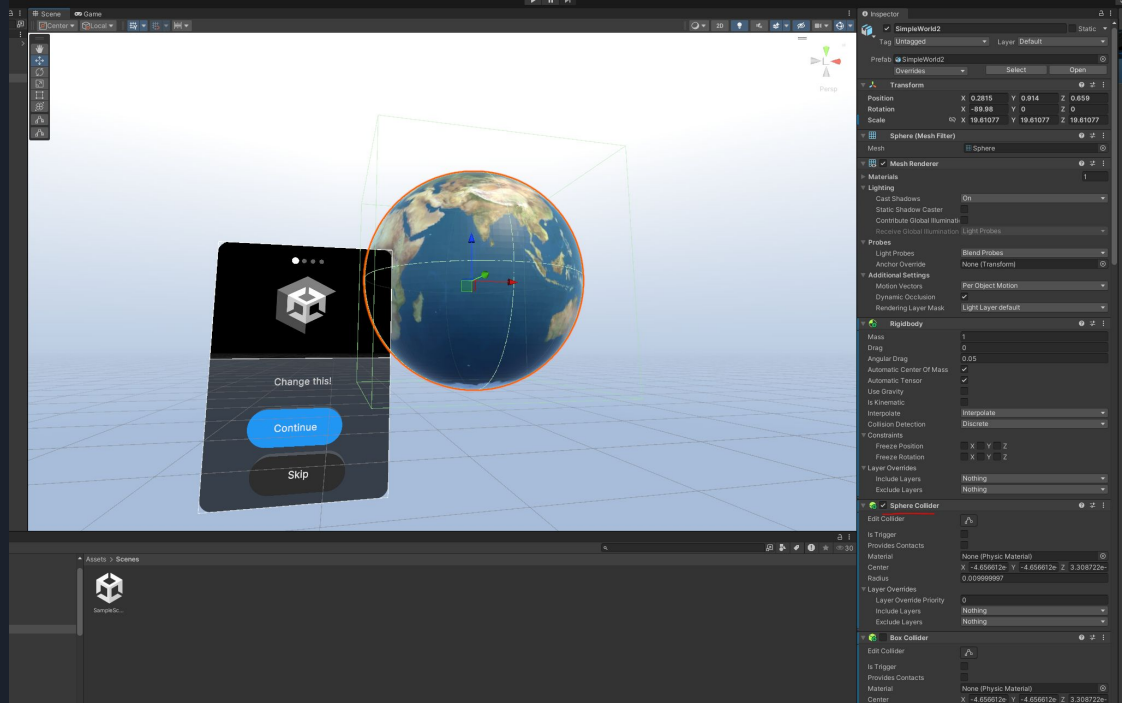
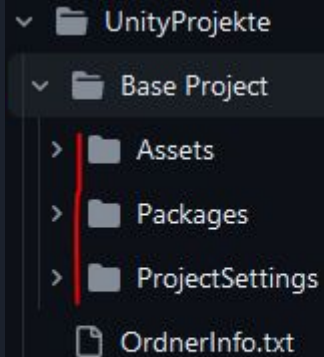
Folder	Description	Last Commit
3D-Objekte	Ordnerstruktur für das Repository	last week
Bilder	Ordnerstruktur für das Repository	last week
Extra	Ordnerstruktur V2	14 minutes ago
Präsentationen	Ordnerstruktur für das Repository	last week
Scripte	Ordnerstruktur für das Repository	last week
Text	Ordnerstruktur für das Repository	last week
UnityProjekte	Ordnerstruktur für das Repository	last week

Below the directory structure, there is a link to the README file. On the right side, the 'About' section shows the repository is a Software Project SS24 | SpatialXR, with 1 star, 7 watching, and 0 forks. The 'Releases' section shows no releases published, and the 'Packages' section shows no packages published.

-> Schöne Ordnerstruktur in Git einrichten

Issue #16

Unity Projekt auf Github!



-> Kugel mit Kollision und MR Umgebung

Issue #19

Kugel verschönern!





Kollisionen (und Kräfte) sinnvoller
gestalten im nächsten Sprint!!!