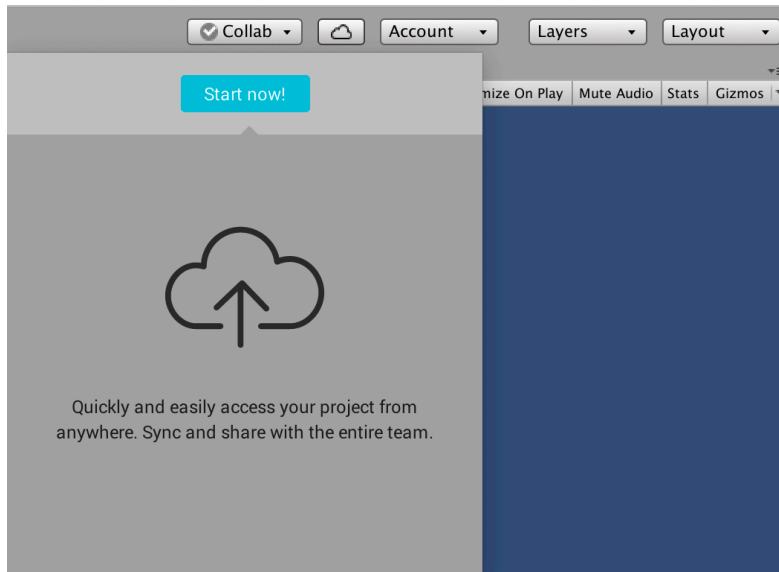


Quest 0 - Unity Collab - Steps

You must follow these steps for every project you turn in.

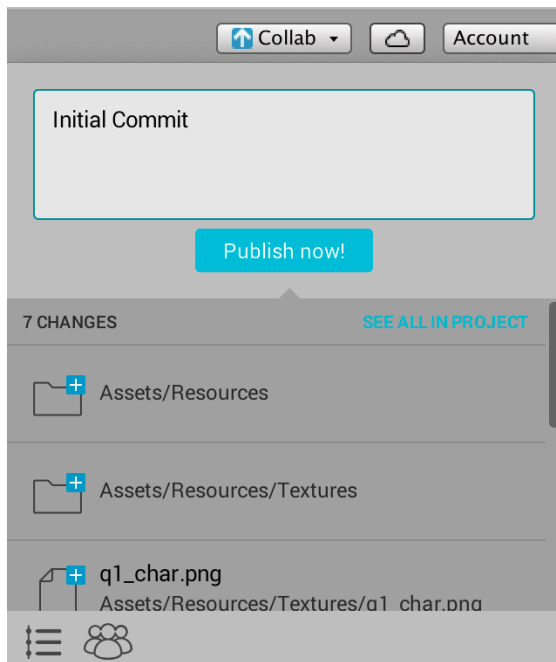
1) Click the Collab button followed by “Start now!”

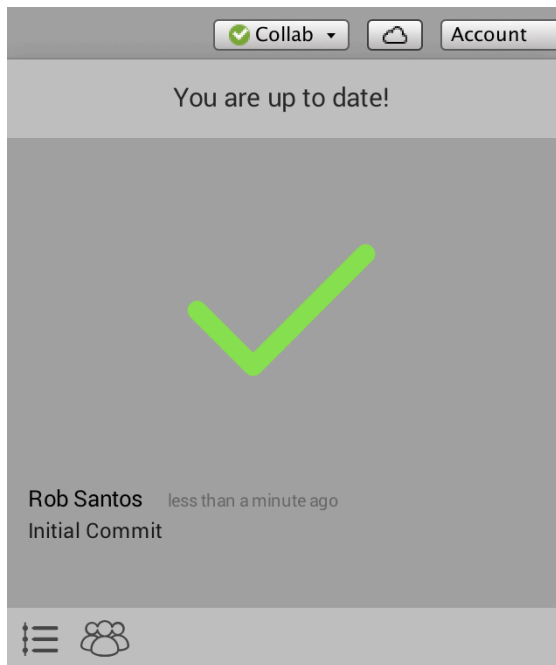
You must be logged into Unity (using the Account menu) to use Unity Collab and other associated services.



2) Write a commit description and publish your project

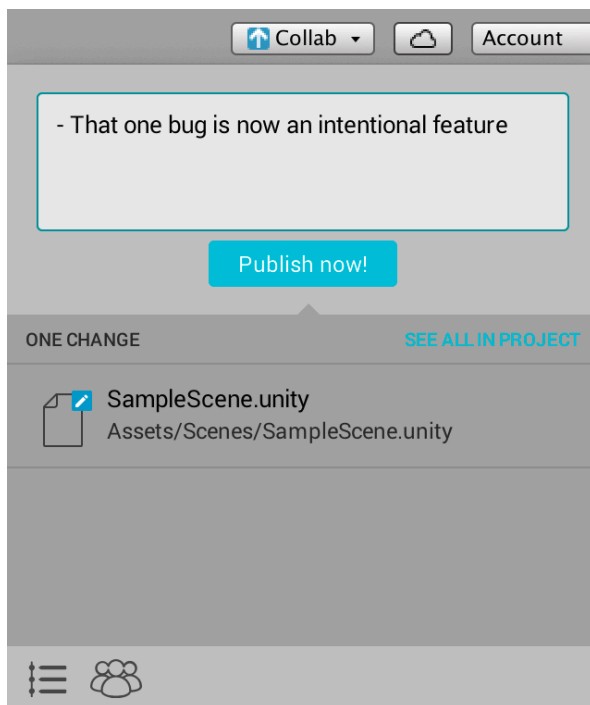
NEVER leave these blank.





3) After future edits, remember to keep publishing these changes with descriptive commit messages

These can help you write your changelogs for iteration review assignments.



4) Edit Team Members

Click the People icon at the bottom of the collab window to load the webpage for your project's team members. You may be asked to log in.



5) Add Team Members

Add the appropriate collaborator account for your class section:

CSE 450A.01

rob+wustl_S20_450A1@robmsantos.com
[Your assigned TA email]

CSE 450A.02

rob+wustl_S20_450A2@robmsantos.com
[Your assigned TA email]

CSE 451A

rob+wustl_S20_451@robmsantos.com
[Your assigned TA email]

Double-check this step. If it is not done correct, I cannot see your project and you will not receive credit for your work.

Add people or groups to this project

Invite someone to this project by entering an email address (attached to any Unity I

Note that all of these controls only affect project-level permissions. To manage org

×

ADD

☒ Also assign a Unity Teams Seat to this user

Type & Name

Unity Teams access



Rob Santos

~~rob-mustl_f10_450a1@robmsantos.com~~

yes