

Team Git for Unity Exercise for Team Mandelbrots:

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David created a private repo (<https://github.gatech.edu/dstrube3/UrbanWheels-0>) using the Unity template for the gitignore file (steps 1 & 2) and cloned it onto his machine (step 3). For steps 4-6, David used our primary project (<https://github.gatech.edu/dstrube3/UrbanWheels>) and moved the files around from a nested folder to the root of the repository. For step 7, David verified that “Visible Meta Files” was selected under Version Control.

For step 8 & 9, 3D game objects were added by Steve Deam and Jordan Esposito. Steps 10-13 were completed by all team members.

David completed steps 14-18 in a branch named “david”.

Steps 19-26 were completed by David (using the david branch) and Jordan (using a branch named “step14”).