**5.Review the project brief**

Now that you’ve reviewed the basic functionality of the simulation, it’s time to go deeper. We’ve created a **project brief**, which will guide you through:

* The contents of this Unity project
* The basic functionality of the simulation
* The additional functionality you’ll implement over the next two missions in this pathway.

Take some focused time to go through the brief:

**1.** Download and save the [project brief.](https://connect-prd-cdn.unity.com/20210608/64e37170-1a74-426b-b69b-3f1247f42b10/Project_Brief.pdf?_ga=2.133510478.1954484936.1633359327-1816326788.1628512656)

**2.** Review the document with the project open in Unity Editor, so you can refer to the project as you do so.

**3.** You might find it useful to open the script files and explore them in more detail — how much do you know about what they do, based on your previous work in this pathway?

**6.Your goal in this missio**

In this mission, you’ll focus on getting the application functionality working. You’ll implement:

* The necessary scene flow and user interface buttons
* Data persistence between scenes, so the user can choose a color in the starting menu and apply it to the Transporter Units (forklifts) in the simulation.
* Data persistence between sessions, so the last color a user chooses is pre-selected when they launch the application again.

For your final submission, you’ll apply your learning and implement data persistence in a simple game project.

In the next mission, you’ll then focus on object-oriented programming principles as you refine code and add new functionality to the simulation.

**Customize your application.**

Want to customize as you go? Please do! Although the focus of this mission is Programming Systems and Architecture, you’ll find opportunities here to customize the project and consolidate your skills you learned in previous missions — we’ll highlight some clear opportunities for you but take initiative and be bold!