Basically, I forgot about git until I ran into a problem with Unity, where when I was messing with the player movement I think moving it too often or while it was still loading or while it was closing, just something like that, the movement of the player just stopped working. I found out from this that VS Code is really good with undo’s and that stuff because I was able to go really far back to where I was certain the code wasn’t the problem. I think something quite deep in Unity broke, or maybe it was something simple like a tile offset problem or something, but either way I couldn’t get it back to a working state even by reverting the changes to code. So, I started a new project, created a new repository in git for it, or so I thought, but I think I named it incorrectly or something so it only kept track of changes to the .gitignore I think. A screenshot of a computer

Description automatically generated

This was all just for your reference, so that it doesn’t look like I just started from where the git shows it started from lol.

A computer screen shot of a maze

Description automatically generatedThis is what Unity looked like in my first ‘Project’/ looks like right now.

Also, just a little A screenshot of a computer

Description automatically generatedscreenshot of the code in VS Code