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ciro-unity Fixed bugs ...	3b3b6b9 29 days ago	1,961 commits
.github	Moved .editorConfig to avoid duplicated version in actual project root (17 months ago
Docs	Updated image size	5 months ago
UOP1_Project	Fixed bugs	29 days ago
.editorconfig	Working dialogue and cutscene system. (#135)	16 months ago
.gitignore	Added root-level gitignore file	16 months ago
CONTRIBUTING.md	Create CONTRIBUTING.md	17 months ago
LICENSE	Initial commit	2 years ago
README.md	Update README.md	8 months ago

[README.md](#)

Unity Open Project #1: Chop Chop



Welcome! This is the repository for the first Unity Open Project, an initiative where Unity and the community collaborate together to create a small [open-source game demo](#).

The first game, which is currently under development, is an action-adventure titled *Chop Chop* ([more info](#)).

Follow the progress

- The [dedicated sub-forum](#) on the Unity forums is where the Unity team and the whole community discuss and brainstorm ideas.
- The [roadmap](#) is the central location to know what's coming to the game. Also a great way to find tasks to contribute on!
- The Unity team does bi-weekly livestreams on Unity's [YouTube channel](#) (subscribe to be notified). Find the past ones [in this playlist](#).
- The [#open-projects channel](#) on the Official Unity Discord is where collaborators can meet for a quick chat and non-threaded discussion.

Contribute

We would love to get your contributions into the game! Whether you create code, art, narrative, sounds; whether you feel you are experienced enough or not; there is probably [something](#) you can add to it.

To learn all about contributing, we have [a series of short videos](#) to get you started with Git and with this project in general.

In addition to that, make sure you read the [Contribution Guidelines](#). For code style, scene hierarchy, and project organisation standards, read the [Conventions](#) document. And for art contributions, we have the [Art Guidelines](#).

⚠ Please post on the forums and check the roadmap before starting to work on big contributions!

If you feel like taking on some [bugs](#), check out the [Issues page](#) on this very repo. In fact, another thing you could help with is by doing some [QA testing](#): download the [latest release](#) of the game, play it, and report issues in the appropriate page. That's also a great way to be part of this project!

This project is built on [Unity 2020.3 LTS](#), whatever latest patch is available (you can see exactly which version [here](#)).



A work in progress screenshot

Play the game

Just want to try the game out? Head to the [release page](#) and grab the latest version.

We are looking forward to see what you will create ❤️

- the Unity Creator Advocacy team

About

Unity Open Project #1: Chop Chop

[unity.com/open-projects](#)

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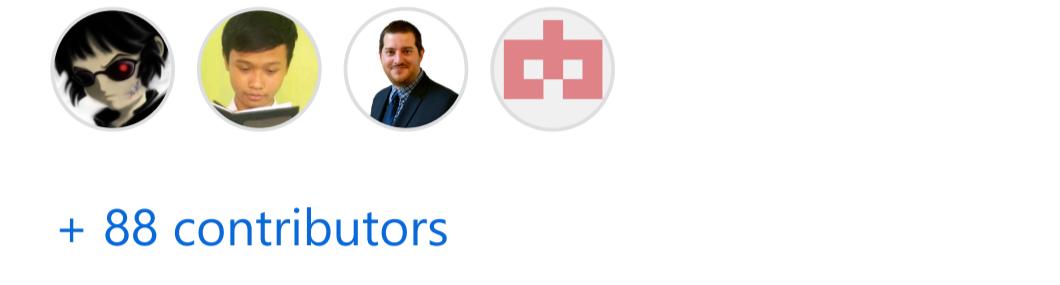
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Releases

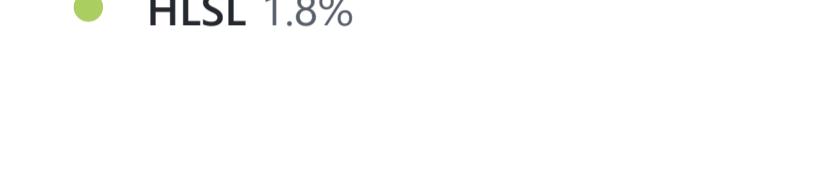
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