Week 5+6 Documentation

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Importing Sewers to Unity:

I had the job to bring the sewers into the Unity project so they can be used for random map generation. I also had to give them textures so they look nice. I started with the 4-way turn, using it to figure out the size we want it to be to accommodate for what will go in it. Once we got it finished, saved, and working on all of our computers, I started working on the next pieces. Each time I tried pushing my functioning code, it would delete any piece other than the original. A teammate suggested that I make a branch instead of working out of Main. I did that, and after a little moving stuff around, it worked correctly. Moral of the story, use branches.

