This is a development log that I am creating to keep you guys updated on the changes that I make in this game.

27/05/2021

First, I started with learning what are design patterns as I thought it was necessary in every project in some way. Then spend some time finding how to correctly use Github along with Unity, because now I am working with a team. While before I have just worked alone, solo on a project. Honestly it wasn't that different, but just wanted to be clear how Github is exactly in GameDev Organizations.

Then, I created a new repository and started a new 3D project in Unity. Then Mailed you the link for the same.