RESEARCH INTO THE SIMULATION OF SHOCK WAVES

Developer Guide

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Setting up your computer for development

1. Install Git. Read Git - The Simple Guide to use Git on the command-line.
2. Install GitHub Desktop to use Git in a desktop window. Read Getting Started with GitHub Desktop.
3. Install Unity.
4. Install Visual Studio Community (or Xamarin Studio Community for Mac).
5. Clone the Git repositories you need using GitHub Desktop.
6. C# projects (.csproj) can be opened in Visual Studio or Xamarin Studio.
7. Unity projects can be opened in the Unity editor.

Tutorials

Unity Tutorials: https://unity3d.com/learn/tutorials
Git - The Simple Guide: http://rogerdudler.github.io/git-guide/
Game Physics - Extend Unity 3D's Physics Engine in C# Code: https://www.udemy.com/gamephysics/

Creating a Unity Project in a Git repository

1. Create and clone a new Git repository on GitHub.
2. Create a New Project in Unity outside of the Git repository.
3. Create a .gitignore file at the root of the working copy. You can generate one using gitignore.io. Enter the options "Unity", "Windows" and "Mac" and press "Create".
4. In the Unity editor, change Version Control Mode to Visible Metafiles.
5. In the Unity editor, change Asset Serialisation Mode to Force Text.
6. Save Scene and Save Project and close the Unity editor.
7. Copy the contents of the Unity project folder directly into the root of the Git working copy. For example, the "Project Settings" and "Assets" folders should be at the root of the repository.
8. Commit and push.

Note: You can place a Unity project in a subfolder of a Git working copy, but you must make sure that the .gitignore file is in the Unity project root.