To Do:

Get everyone set up with Unity accounts.

Set up a unity project.

Add unity project files to Github.

Discuss github work flow

Confirm that sharing Unity project files this way works. (Have people pull and attempt to make different changes)

Become familiar with the Unity editor and object hierarchy. (Watch videos and read docs)

Become familiar with writing C# scripts for objects. (Videos and documentation)

Write up brief explanations of different game objects that require scripts/logic.

Determine how we will obtain game assets: SFX, VFX.