Unity Lab 1: Introduction to Unity

Project Overview

This lab introduces the basics of Unity, including scene creation, object manipulation, and basic interactions.

Features

- **Scene Setup:** Creating and modifying objects in Unity.
- **Game View Selection:** Ensure **Game** is selected in **Scene Assets** when launching.

How to Run

1. Open Unity and load the project scene (`XXX.unitypackage`).
2. Click **Game** in **Assets** >> **Scene** before starting.
3. Click **Play** to test the scene.