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Assignment 1

I installed on my Windows laptop the following programs:

> Unity 3D
> GitHub Desktop
> Gimp
> Audacity

Downloading and installing Audacity and Gimp were straightforward. Icons appear on my desktop for the two programs. I had not attempted to use them. Therefore, I do not know how troublesome they may be in actual usage.

I installed Unity 3D as instructed. I finally was able to create a portion of the example done in class on Tuesday 9/5 after I discovered that I should NOT have added the Standard Assets package to the project I attempted to create in class. I am stuck on being able to edit the friction factor and bounciness descriptors. These entries are "grayed-out" in the Physics 2D component for the colliders when I added them into the properties of the sprites.

Visual Studio 2017 was downloaded and installed almost by accident. I clicked on a script file accidentally and Visual Studio was installed on my computer.

GitHub Desktop was also installed. I tried to follow the instructions on the GitHub page – the Hello World presentation that is supposed to help a reader set up a repository. Right away, I sensed a big difference between the software on the screen and the written instructions when the instructions said to click on New Repository next to my avatar or identicon in the upper right hand corner. The software has nothing there, except the usually windows symbols for contraction, expansion to full screen, and closing the window entirely. I stumbled into creation of the repository on the remote server, but I have no idea whether it is public or private.

The URL for the remote repository is

`https://github.com/sunrise3001/anthony_duben_gdf2017.git`

The remote system complained about the Private designation, so it is probably Public. There is no Properties tab or query on the remote repository that I could find that tells you this information, much less allow you to change it. On my laptop, I created a directory corresponding the to the repository name: anthony_duben_gdf2017, as instructed in the assignment. I created a subdirectory on my laptop called Assignment_1. However, I could not create a subdirectory on the remote repository with the same name. I could make a sub-branch called Assignment_1. I am still unsure whether the subdirectory on my laptop and the sub-

branch on the remote repository match one-to-one. To test this, I created a simple text file on my laptop and uploaded it to the remote repository. It appears in both the master branch and in the sub-branch.

I have not tried to make Unity 3D and Desktop GitHub work together since I can do very little with Unity 3D at this time.