1.Create a new Project for Prototype 2

- Open **Unity Hub** and create an empty "Prototype 2" project in your course directory on the correct Unity version. If you forget how to do this, refer to the instructions in Lesson 1.1 - Step 1

- Click to download the Prototype 2 Starter Files, **extract** the compressed folder, and then **import** the .unitypackage into your project. If you forget how to do this, refer to the instructions in Lesson 1.1 - Step 2

- From the Project window, open the **Prototype 2** scene and **delete** the SampleScene

- In the top-right of the Unity Editor, change your **Layout** from Default to your custom layout

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Revision #1
Created 20 May 2023 07:39:10 by naruzkurai
Updated 18 June 2023 09:54:37 by naruzkurai