

# 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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