

### **Importing your assets/scenes:**

Open your file → Click Assets → Export Package → Once it is ready to export a list will come up - LEAVE EVERYTHING CHECKED- DO NOT UNCHECK ANYTHING- then click "Export". Choose where you want it saved to (just documents or somewhere easy to find).

Open Class Master File → Click Assets → Import Package → Custom Package → Find what you just saved and import.

\*Be sure to run game and ensure everything you did worked. Debug.

Once done go to File → Save Project then File → Save Scene. Exit & give flash drive back to Dr. Kick.