

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

Open your file→Click Assets → Export Package→ Click what you are exporting (include all scripts, prefabs, scenes, etc.). 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.