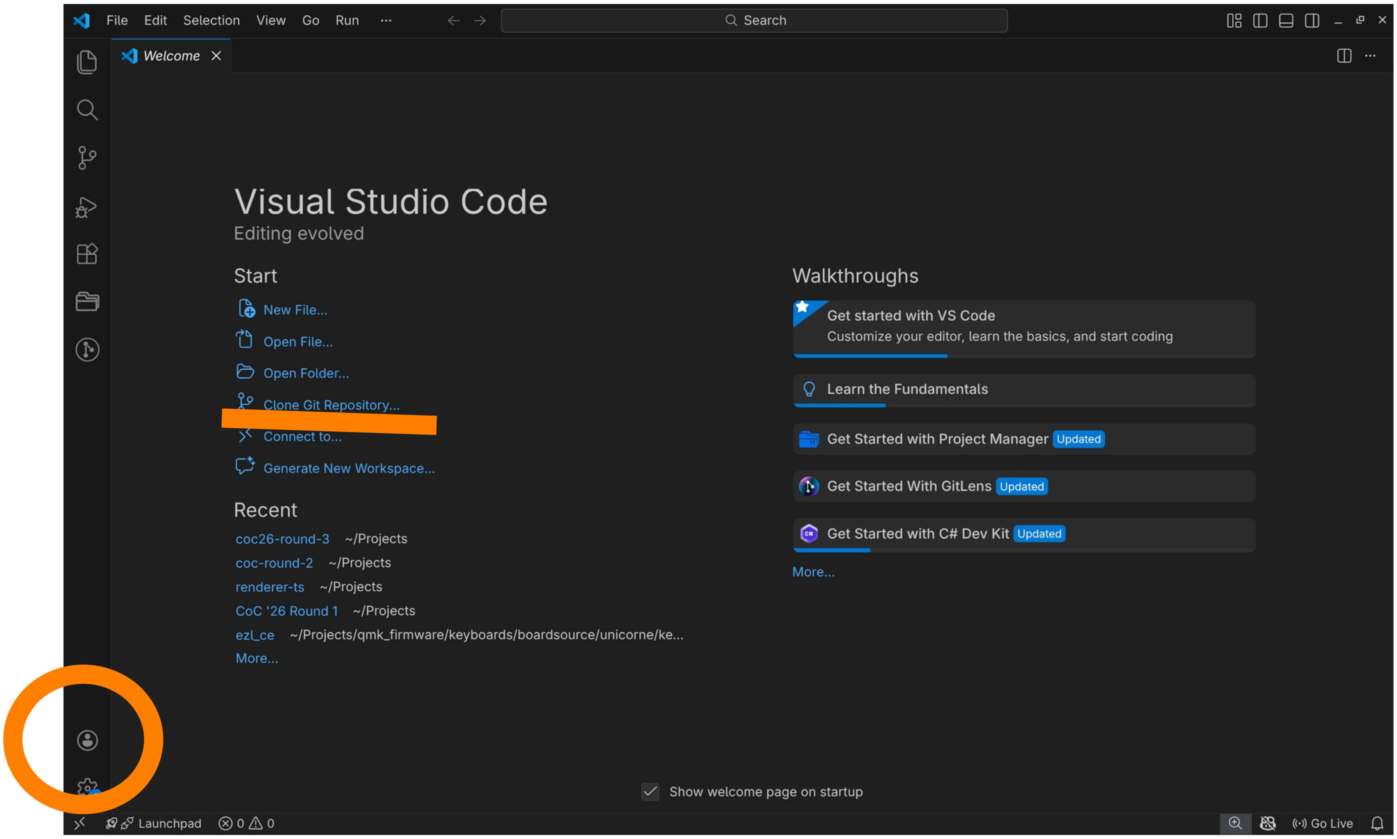
Open VS Code.

Make sure that it is on the default welcome page. It should look like this:

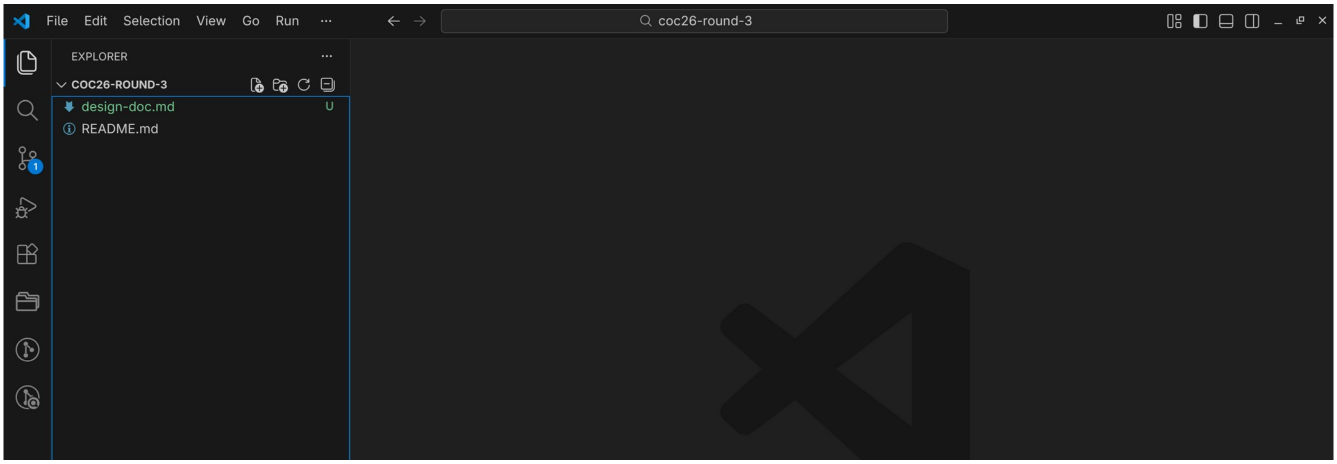

File Edit Selection View Go Run ···
Search
Welcome
Visual Studio Code
Editing evolved
Start
New File...
Open File...
Open Folder...
Clone Git Repository...
Connect to...
Generate New Workspace...
Recent
coc26-round-3 ~/Projects
coc-round-2 ~/Projects
renderer-ts ~/Projects
CoC '26 Round 1 ~/Projects
ezl_ce ~/Projects/qmk_firmware/keyboards/boardsource/unicorne/ke...
More...
Walkthroughs
Get started with VS Code
Customize your editor, learn the basics, and start coding
Learn the Fundamentals
Get Started with Project Manager Updated
Get Started With GitLens Updated
Get Started with C# Dev Kit Updated
More...
Show welcome page on startup
Launchpad
0 0
Go Live

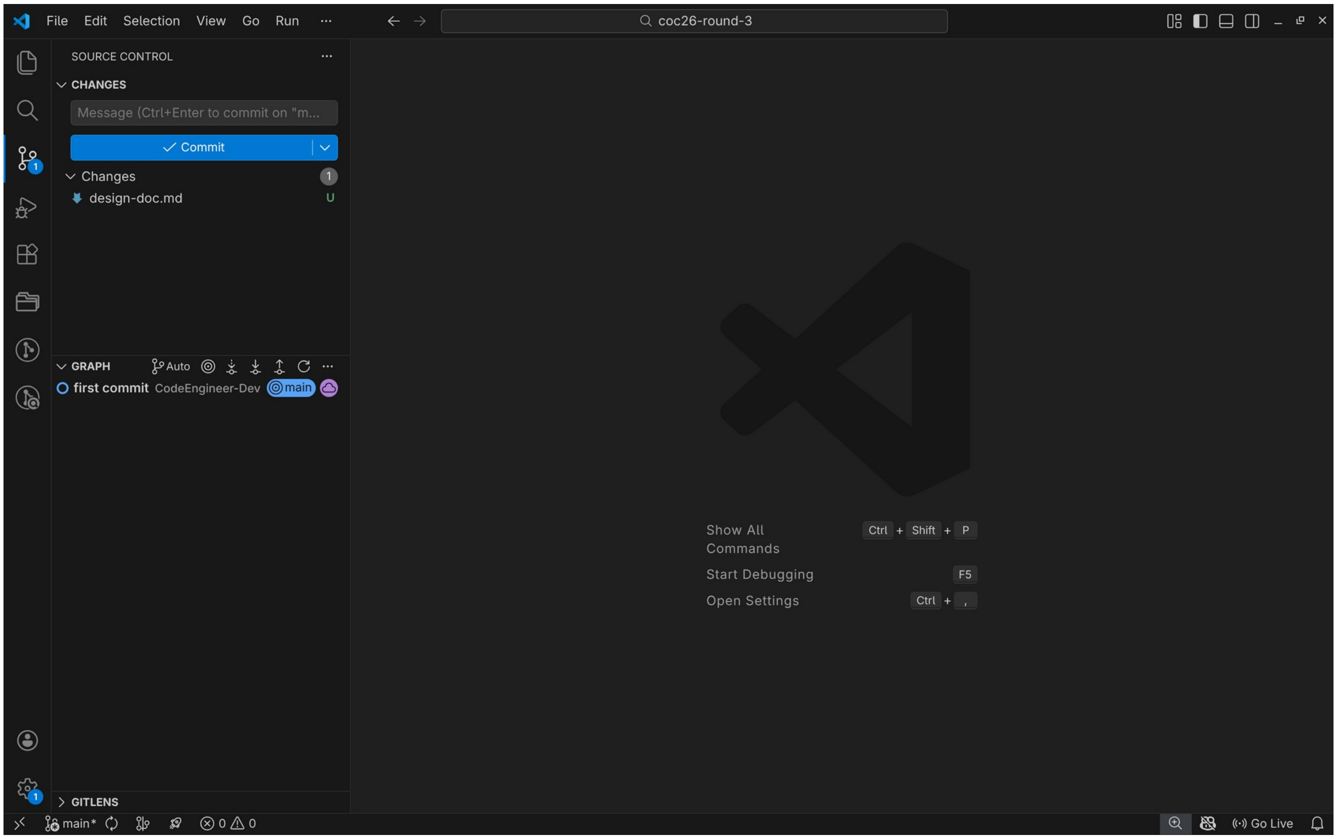
Press the little person icon on the bottom left (circled in orange). Click on “Sign in with GitHub”. It should redirect you to sign in with Github. Once finished, return to VS Code.

Now press “Clone Git Repository”, underlined in Orange. Press “Clone from GitHub” and search “CodeEngineer-Dev/coc26-round-3”. Open the repository.

Now you should be greeted with something like this:

What is really important here is the source control tab, which is the third icon from top on left..



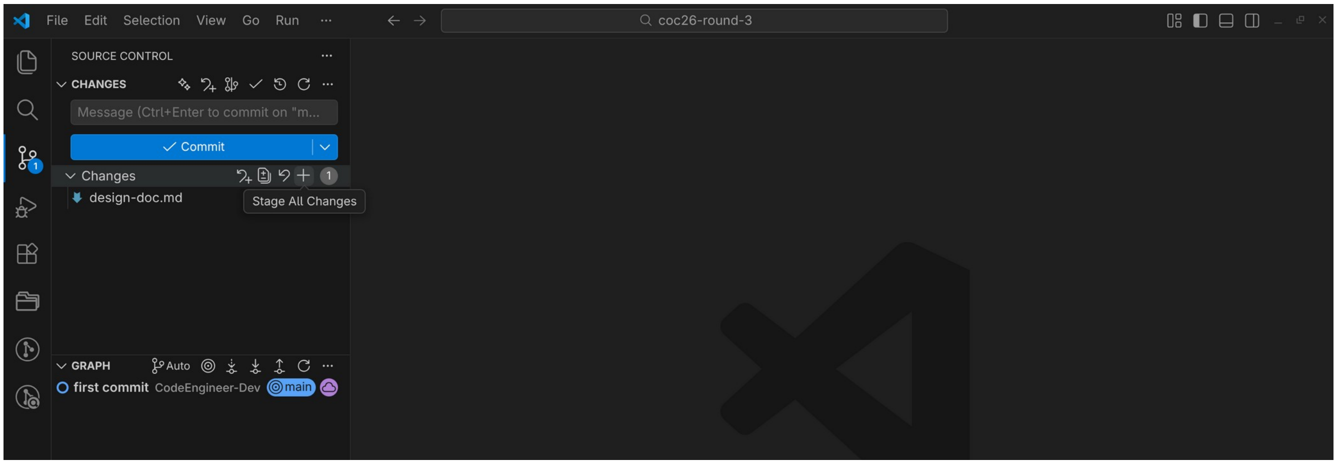


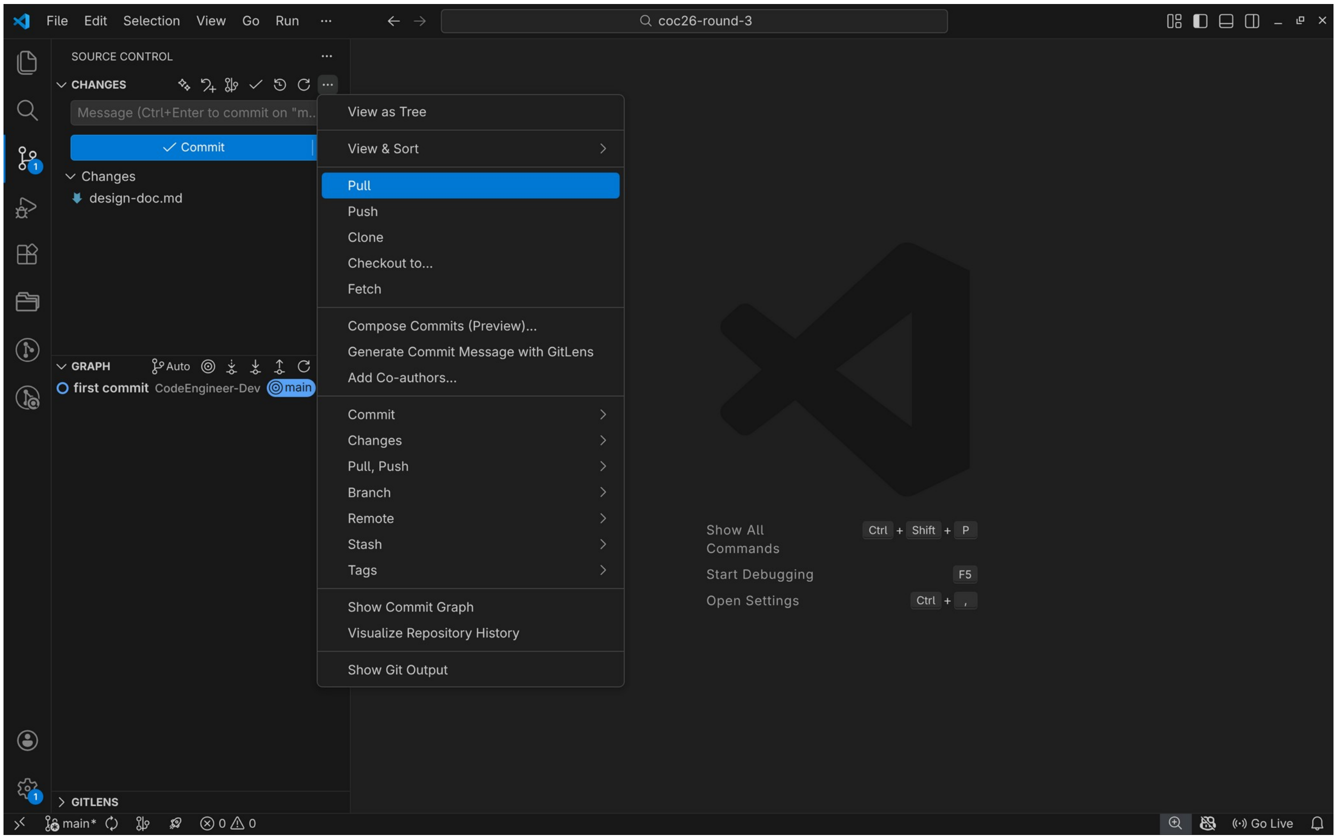
The commit button runs “git commit”. After you have changed some code and have completed a logical unit of work, you enter a short descriptive message of what you have changed and press the commit button to save those changes to the project locally on your computer.

The blue button may also say, “sync changes”. This means that the remote version (the one on the cloud, hosted on GitHub) has been changed or you have changed your local computer’s version of the project. Pressing the button will “pull”, or download, the changes made by other people to the remote version of the project. It will also “push”, or upload, your changes to the remote repository.

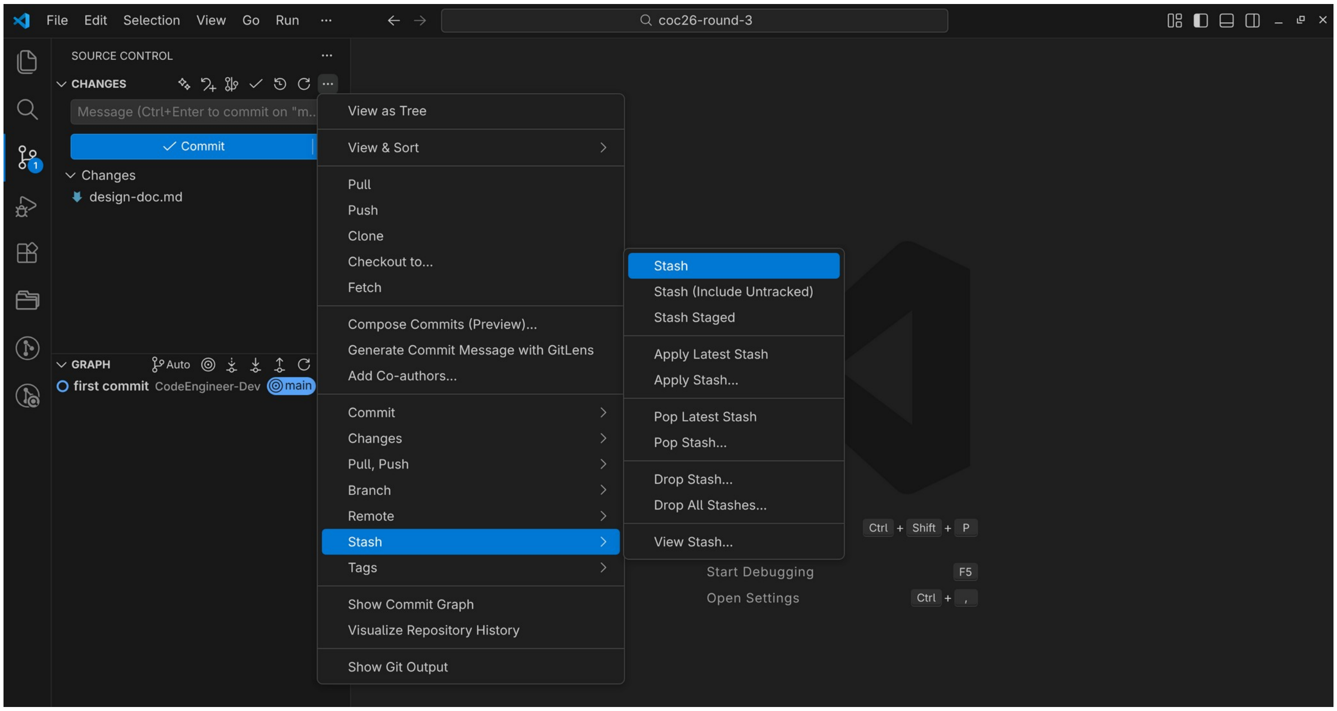
Recommended workflow whenever you open the project:

1. 1. Commit or stash changes. If you have completed a logical unit of work, commit it. Otherwise, “stash” it. If stashing, make sure that the changes are “staged”. Image one shows how to stage all changes. Image two shows how to stash.


File Edit Selection View Go Run ···
coc26-round-3
SOURCE CONTROL
CHANGES
Message (Ctrl+Enter to commit on "m...
✓ Commit
Changes 1
design-doc.md
Stage All Changes
GRAPH Auto
first commit CodeEngineer-Dev main



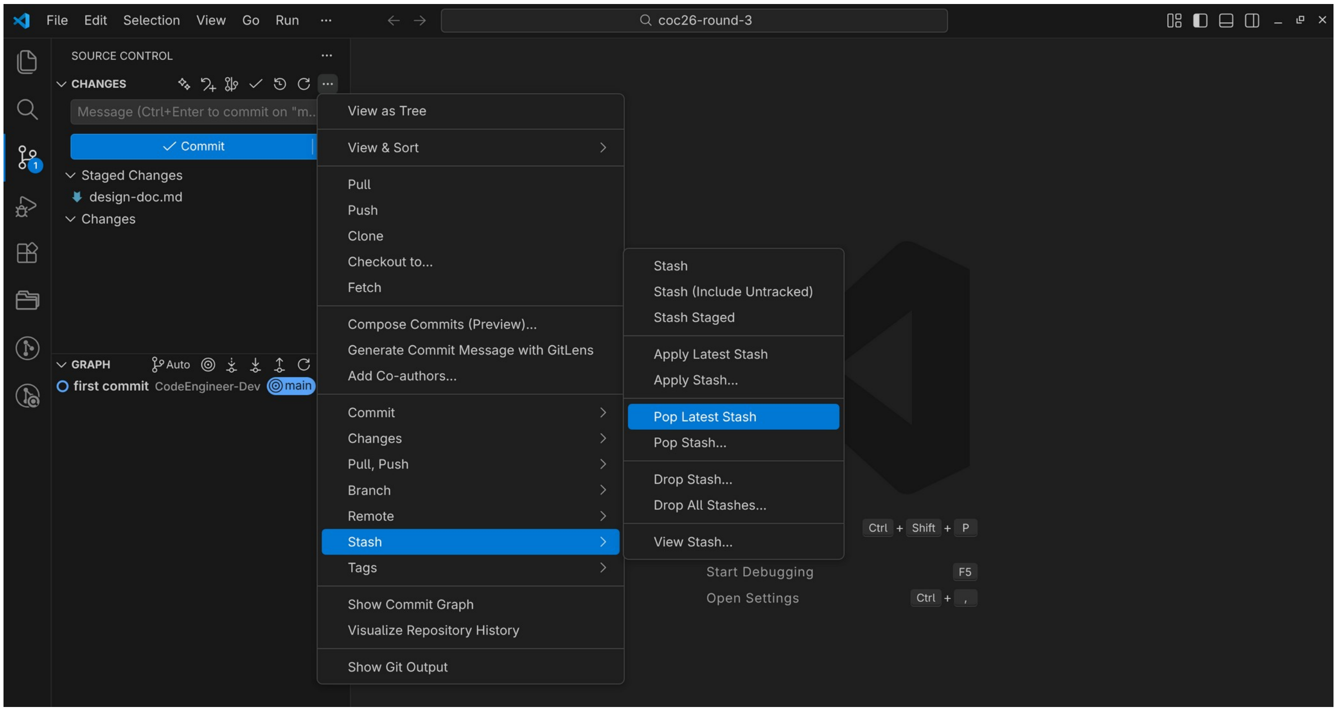
2. Pull from the remote repository. (see image below)



3. After pulling the latest changes (or no changes):

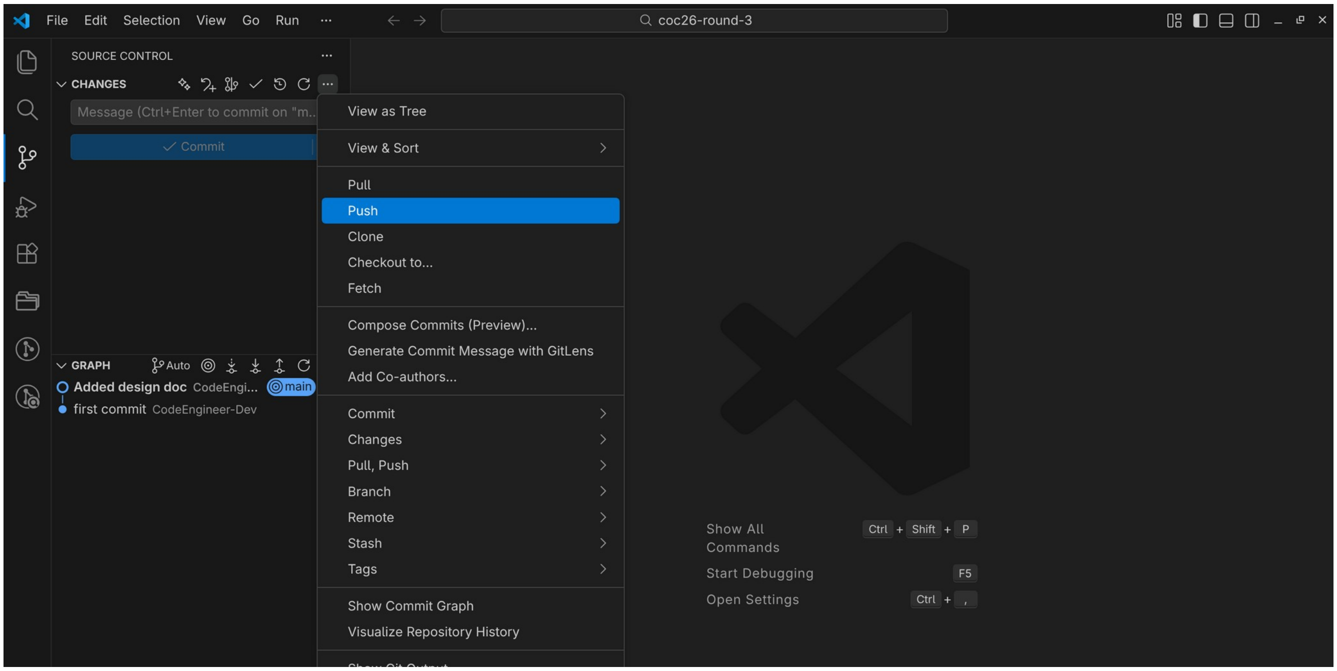
- If you had committed your local changes and not stashed, you may need to perform a merge conflict if the files from the remote repository differ in a way that git cannot automatically resolve, or “conflict”. You will need to manually specify which code you want to keep. I’ll separately send a video on merge conflicts, or you can just look it up on YouTube (“how to merge conflict vscode”).

- If you had stashed your local changes and not committed, then first pop the stashed work back.



You then may need to perform a merge conflict.

4. You can then continue working like normal. Make commits whenever you finish a logical unit of work, like “implemented … function” or “enemy class structure”.
5. When done for the day, or when someone else wants to see the changes you made, “push” the changes.



If it doesn’t let you push, you probably need to pull first because someone else made incompatible changes with your program. Pull, perform a merge conflict, then push.