

### Workflow Documentation

- GitHub
  - Programmers
    - Work out of the master branch and commit regularly
    - Do not commit test scripts or scenes that are not useful to the rest of the group.
    - Only Dylan will fetch from the artist branch to avoid conflicts.
    - You know what to do.
  - Artist
    - Work out of the your ArtAssets branch of the repo.
      - To access the branch you will need to fork the repo from the github website there is a link to it on trello and there is also one on this document.
      - Once you have the repo forked open the desktop client version of github select the branch and on the top of the window where it says master click the arrow and a drop down menu will appear and select the ArtAssets item in the list with your name.
      - Ricky you will be the exception and will work out of the ArtAssets branch with no ones name on it.
      - This will make the current branch you are working in the ArtAssets branch.
    - Now that you have the repo you are good to start working in Unity.
    - Any and all art assets you need to bring into unity MUST be Textures folder.
    - All scenes you create must be named with your name.
    - When you are done with your work commit it using the github desktop application.
    - If you need to get changes from a programmer you will need to create a remote to their repo and merge with them.
      - Creating a remote
        - In the git console type "git remote add "Name Remote" "repo url"
        - Ex. git remote add Dylan <https://github.com/DylanGuidry95/GravityShooter.git>
        - Once you have your remote created you will just need to do a few commands and you will have all information you need about the current state of the project.
          - Git pull "remote you're grabbing from" master

- This will grab the master branch from the remote you are trying to pull from
    - Now all you need to is git push and your are done in the console and have all information you need.
  - IMPORTANT do not touch anything you did not create. If you do you're gonna have a bad time.
  - When you make changes commit them only if they are in a working state do not commit broken items.
- General
  - The last day of each work week will be a build day
  - All outside resources we use to store information about the project needs to have a link to on the trello board.
  - All design proposals need to be written down and brought to attention at stand-ups.