

# GIT GUIDE

Navigate to CS321-2018F-002 directory in your local machine

```
git pull //CAREFULLY RESOLVE MERGE CONFLICTS
```

SEE EXAMPLE BEFORE EXECUTING NEXT 3 INSTRUCTIONS

Branch needs to be created for each feature you are working on...

Appropriate commits must be performed for each branch and appropriate switching must be done when working on multiple features... **NEW FEATURE = NEW BRANCH**

```
git checkout -b [storyNum]_[Short Description]
git push origin [storyNum]_[Short Description]
git branch --set-upstream-to=origin/
[storyNum]_[Short Description] [storyNum]_[Short Description]
e.g.
git checkout -b 211_NameConfBugFix
git push origin 211_NameConfBugFix
git branch --set-upstream-to=origin/211_NameConfBugFix 211_NameConfBugFix
```

```
git status //Ensure branch is correct
```

```
git log --graph
```

MAKE CHANGES TO YOUR CODE NOW AND TEST PERIODICALLY

Use below three commands AS APPROPRIATE

```
git add -u //adds all "updates" you made
git commit -m "ADD INFORMATIVE MESSAGE HERE" //Commit only when done
//with a task or subtask
```

```
git log --graph //will show the commit
```

**git push** Do this only when you have completed the feature or someone else wants to work on the branch. Before pushing, ensure that you are on your feature branch by using git log --graph and changes are only being pushed to your appropriate branch

To test the game (WINDOWS):

Make sure you are in src folder

.\build.bat or .\clean.bat as needed after each edit to code

.\runServer.bat

Open another terminal

.\runClientLocal.bat

Ctrl+C ends connection //must do on both server and client terminals when testing