**GitHub w/ Unity Guide**

**Installation and Set-Up**

*In order to use this easily, we’ll need to set up GitHub Desktop and configure some settings in Unity.*

1. Download and install GitHub Desktop
2. Once GitHub Desktop is installed, go to the GitHub browser and locate the project (named *project\_everest*)
3. On the “Code” page that displays all that files in the repository, click the green “Code” button, the selected “Open with GitHub Desktop”
4. GitHub Desktop should open and a pop-up with several options should come up, select URL and then “Clone” to copy the repository onto your desktop
5. Once the repository has been cloned, click “Fetch from Origin” to ensure all your files are up to date
6. Now open your Project Everest in Unity (if you don’t have one create a generic 2D world in Unity)
7. Go to Edit->Project Settings->Version Control and ensure that “Mode” is set to “Visible Meta Files”, then go to Edit->Project Settings->Editor and ensure that “Asset Serialization” is set to “Force Text”

**Transferring Files from GitHub to Unity**

1. Open GitHub Desktop and select the project\_everest repository
2. Make sure you are on the *main* branch, the click “Fetch Origin”
3. Once the repository has been refreshed, select “Open in Explorer”, you should see a *Assets, Package,* and *ProjectSetting* folder, along with a few other files
4. Copy the *Assets, Package,* and *ProjectSetting* folder and paste them into the folder of your Unity project – make sure to overwrite (replace) files with the same name
5. You should now see the changes in Unity

**Transferring Files from Unity to GitHub, Making Commits & Pull Requests**

1. Open GitHub Desktop and select the project\_everest repository
2. Select the branch you are working in (or create a new one), then click “Open in Explorer”. **NEVER WRITE TO THE MAIN BRANCH!**
3. Copy the *Assets, Package,* and *ProjectSetting* folder from your Unity project to the *project\_everest* folder; after a few seconds you should see a number of files come up on GitHub desktop with the edits you have made
4. Write a name and description for your edits (so that others can understand what you have done), and then select “Push to Origin”
5. When you are done making all your changes and wish for your code to be integrated into the *main* branch, select your branch and click “Create Pull Request”, with a brief name and description