Git Smart
Learn git the fun way through games
https://gDev.tv/gitSlides

Section 1

Introduction & Setup

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Community & Support

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What Git Can Do

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The Ecosystem

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Bitbucket
GitHub
GitLab
Sourcetree
GitHub
Desktop
axosoft
GitKraken
git

Setup GitHub
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Setup SourceTree (PC)

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Setup SourceTree (Mac)

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About Unity & Wrap-up

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Section 2

Using git

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Intro & Red Porcupines!

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People Rarely Incinerate Red Porcupines!

PROJECT Setup
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Project

Thanks Stockio.com !

"When would NOW be a good time to start?"

REPO Initialisation
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Repo
✓ Project
Thanks Stockio.com !

IGNORE Files
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Ignore

✓ Repo

✓ Project

Thanks Stockio.com !

PRIRP

Stage & Commit
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✓ Ignore

✓ Repo Remote

✓ Project Push

Thanks Stockio.com !

PRIRP

REMOTE GitHub Repo

https://gDev.tv/gitSlides

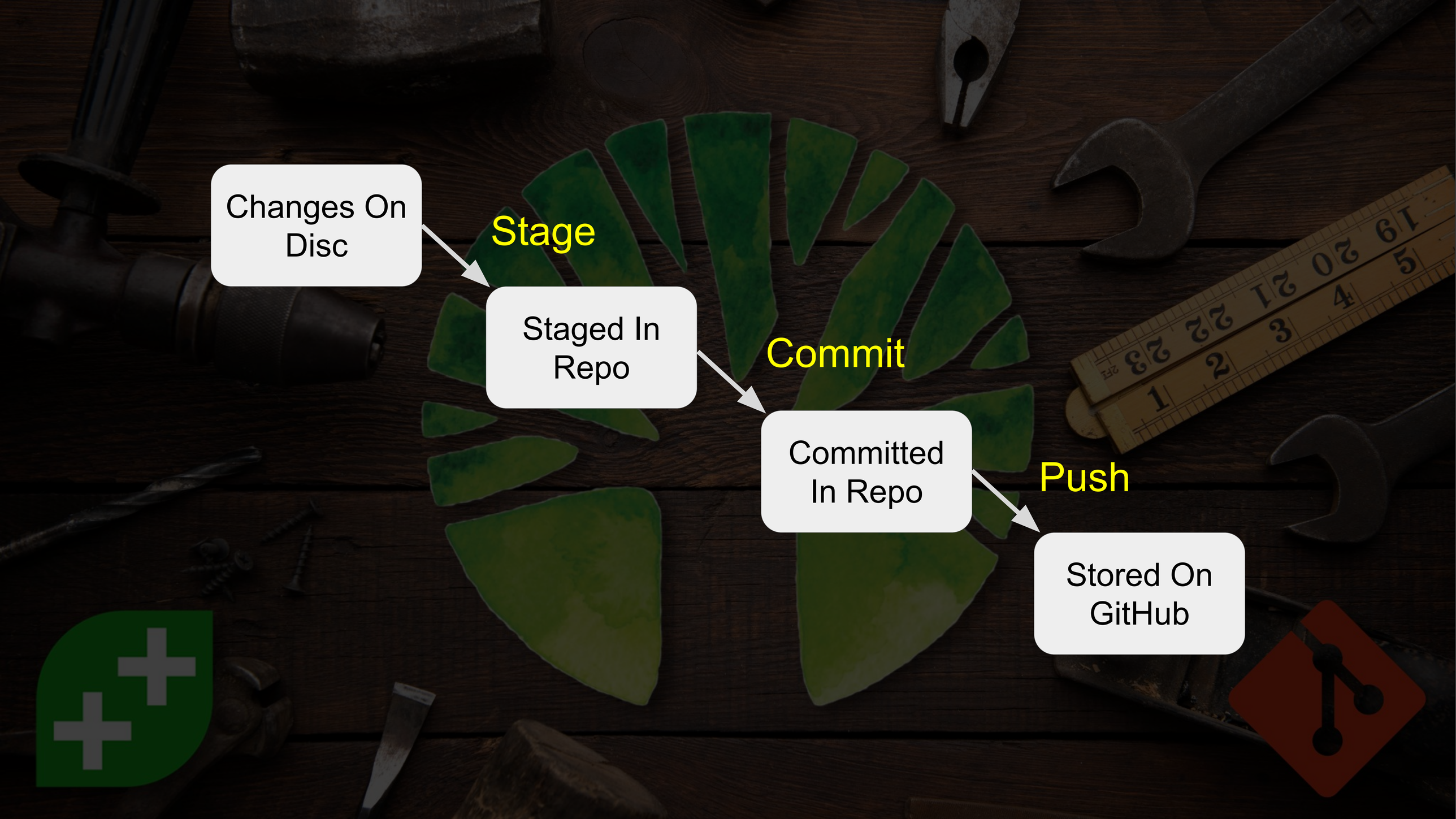
✓ Ignore

✓ Repo Remote

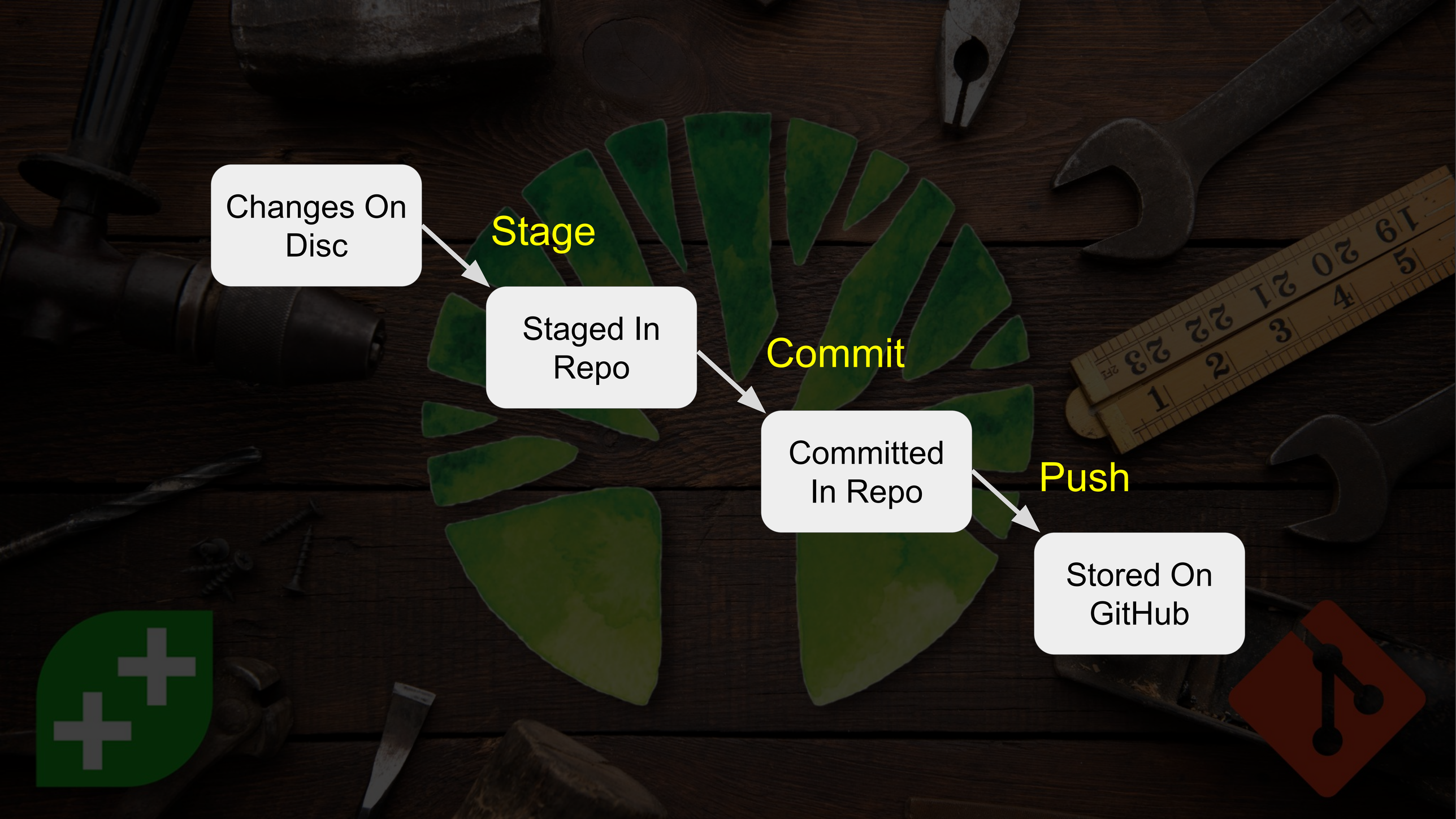
✓ Project

Thanks Stockio.com !

PRIRP


Changes On Disc
Stage
Staged In Repo
Commit
Committed In Repo
Push
Stored On GitHub

PUSH & Wrap-up
https://gDev.tv/gitSlides


Changes On Disc
Stage
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Commit
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Push
Stored On GitHub

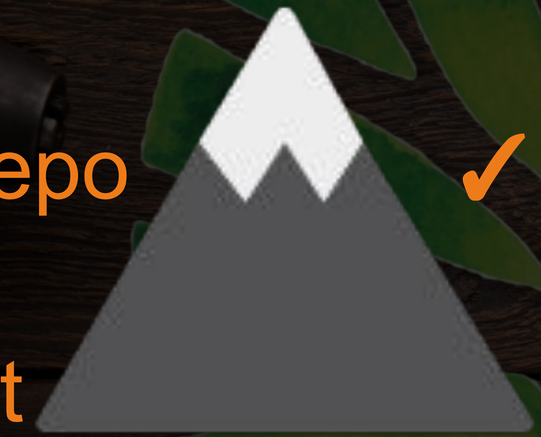
✓ Ignore

✓ Repo

✓ Remote

✓ Project

Push



Thanks Stockio.com !

PRIRP

Section 3

Common Use Cases

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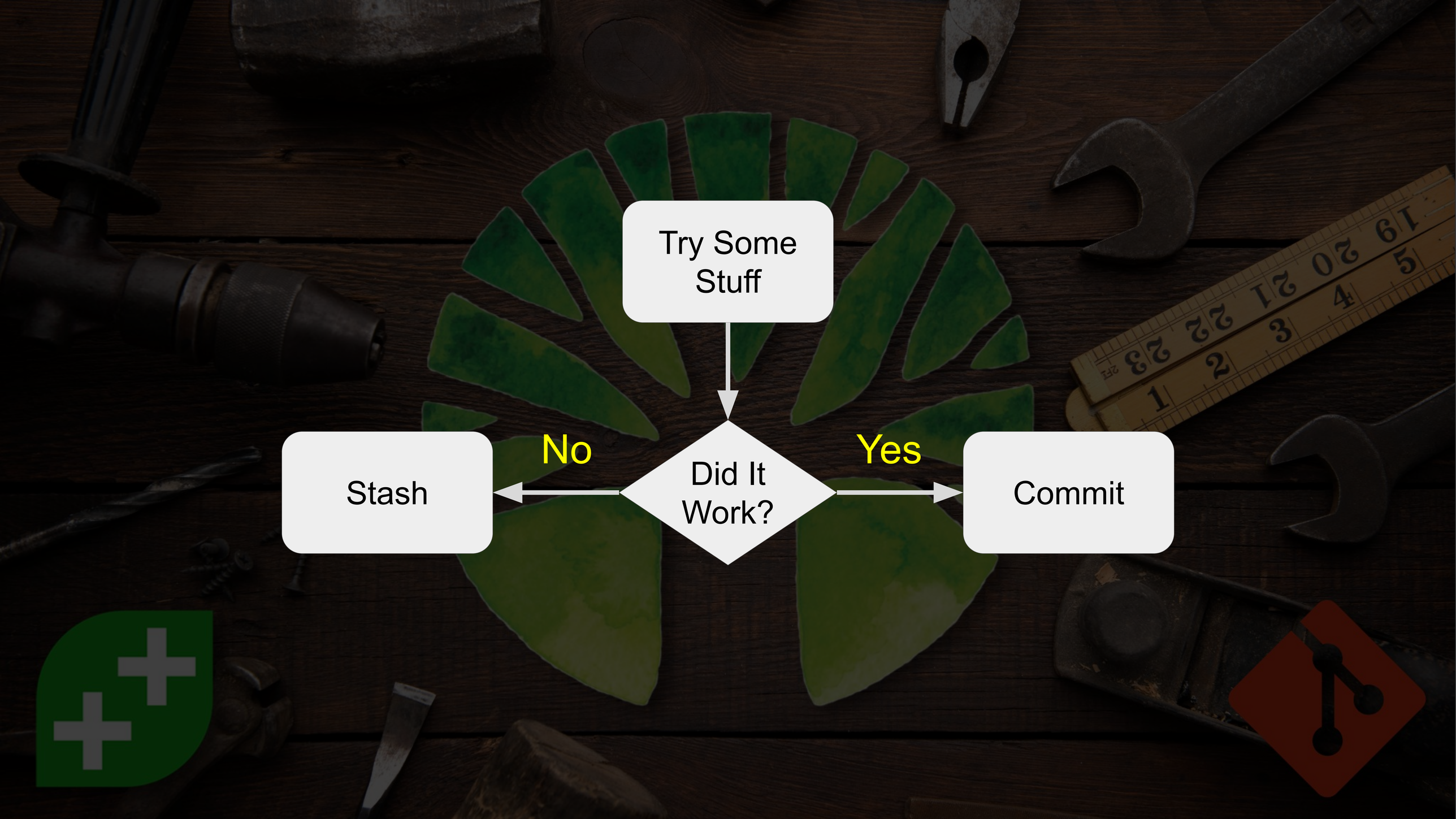
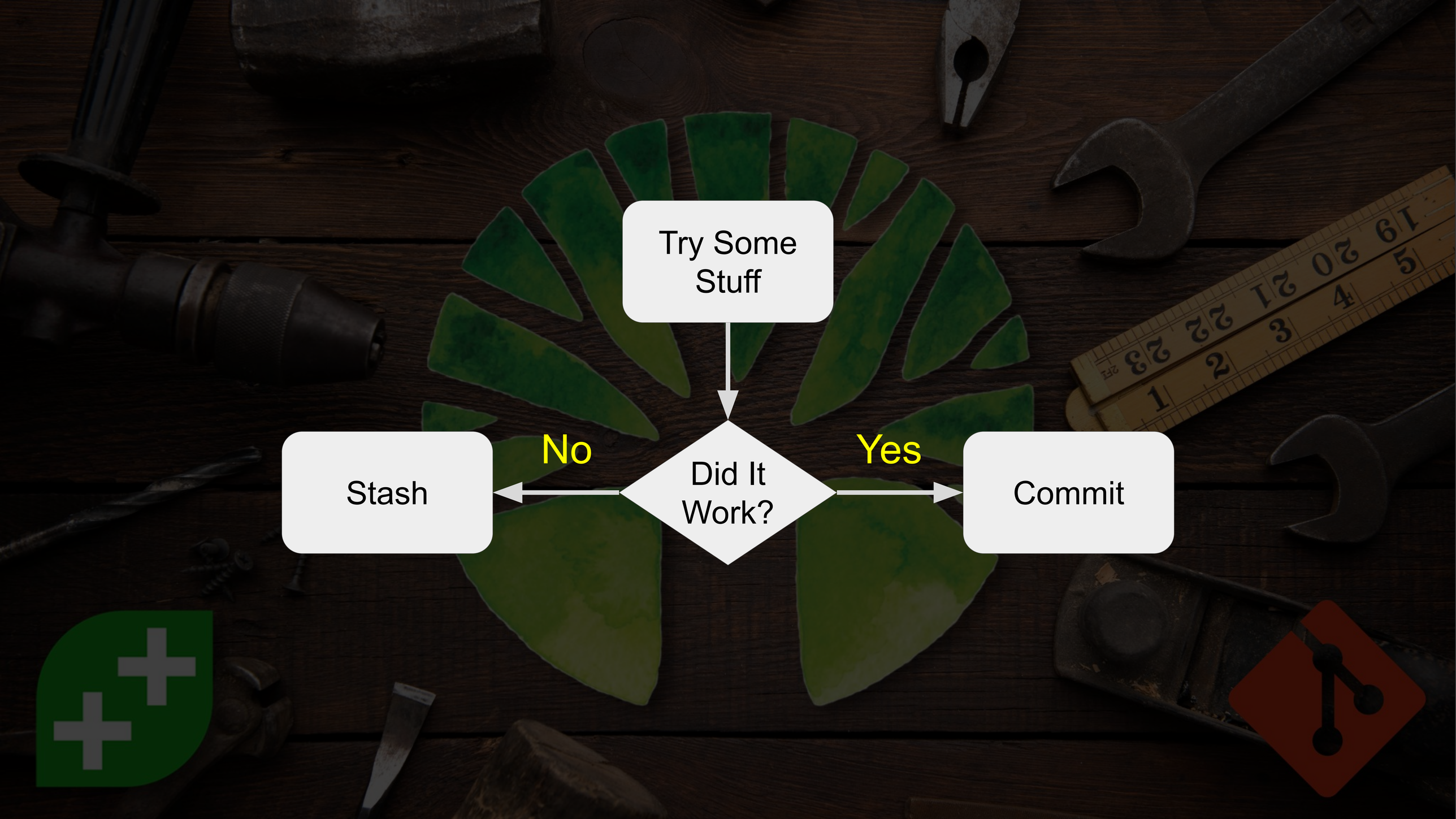
Intro & Stashing
https://gDev.tv/gitSlides


Try Some Stuff
Did It Work?
No
Yes
Stash
Commit

Commit
https://gDev.tv/gitSlides


Try Some Stuff
Did It Work?
No
Yes
Stash
Commit

How To Use Branches

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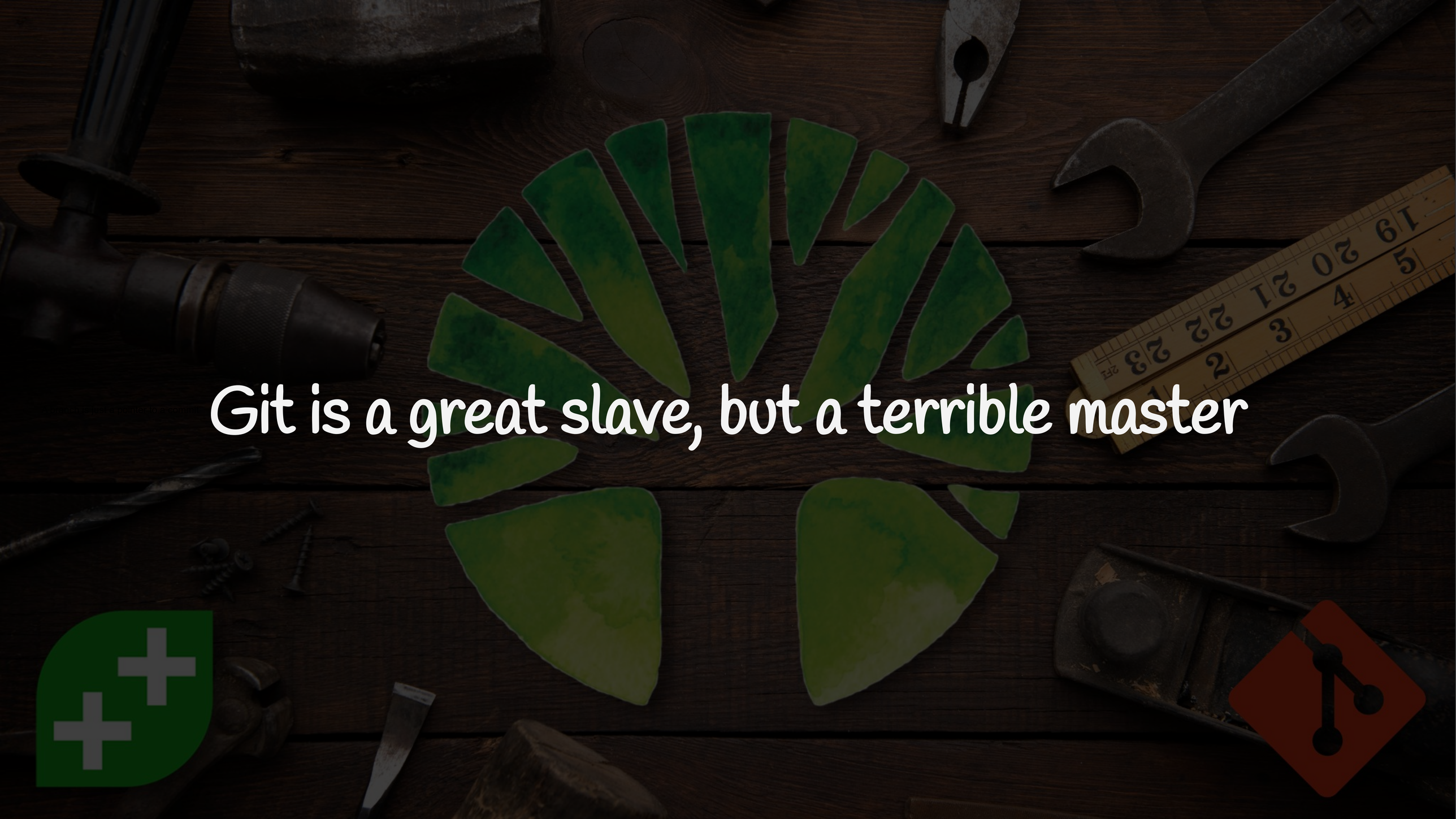
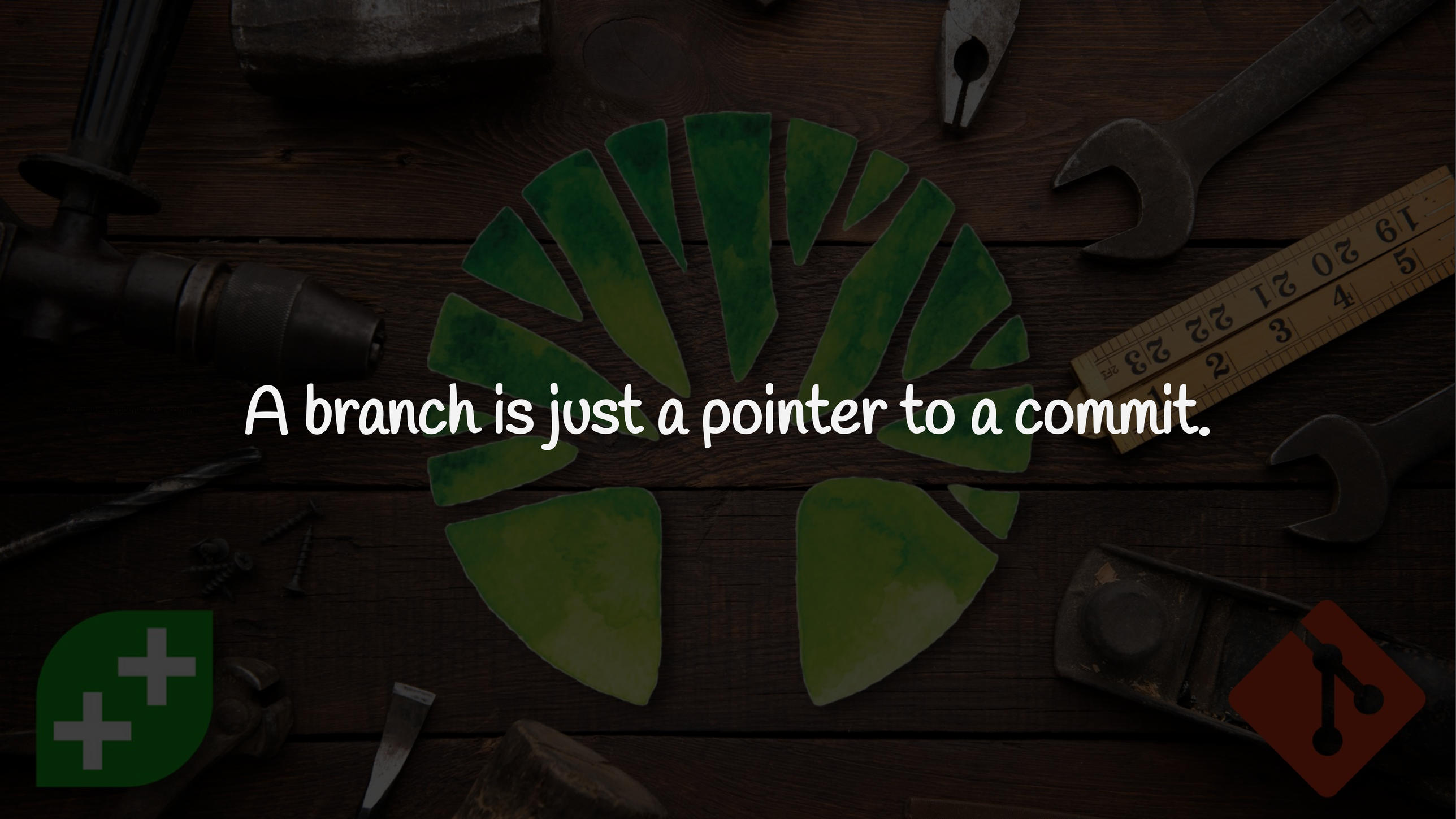
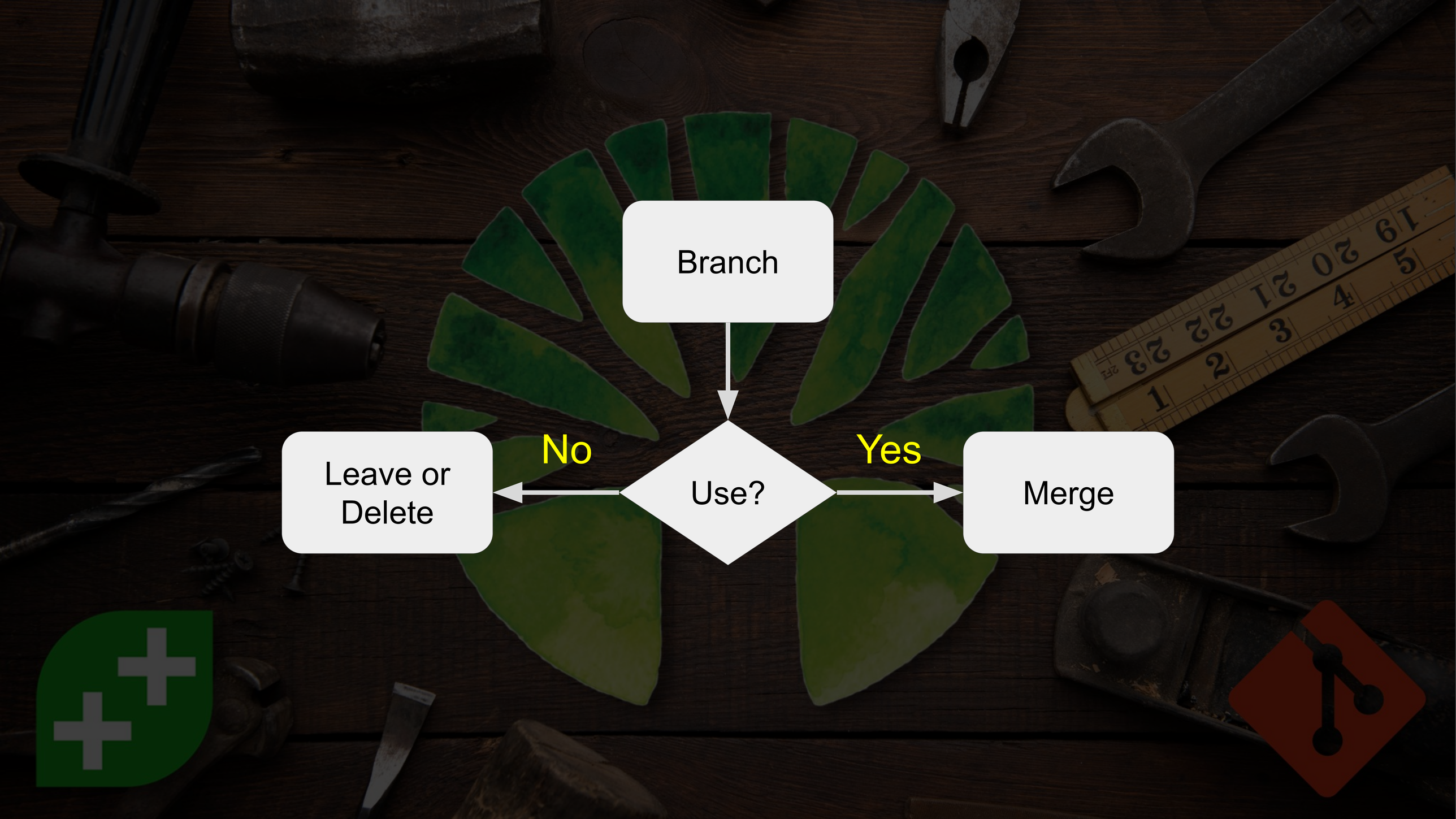

Git is a great slave, but a terrible master

Create 2 Hanging Branches

- Welcome to your first challenge slide!
- No more just watching the course!
- Create at least two hanging branches.
- Share a screenshot with the community.


A branch is just a pointer to a commit.

Introducing Merging
https://gDev.tv/gitSlides


Branch
Use?
No
Yes
Leave or Delete
Merge

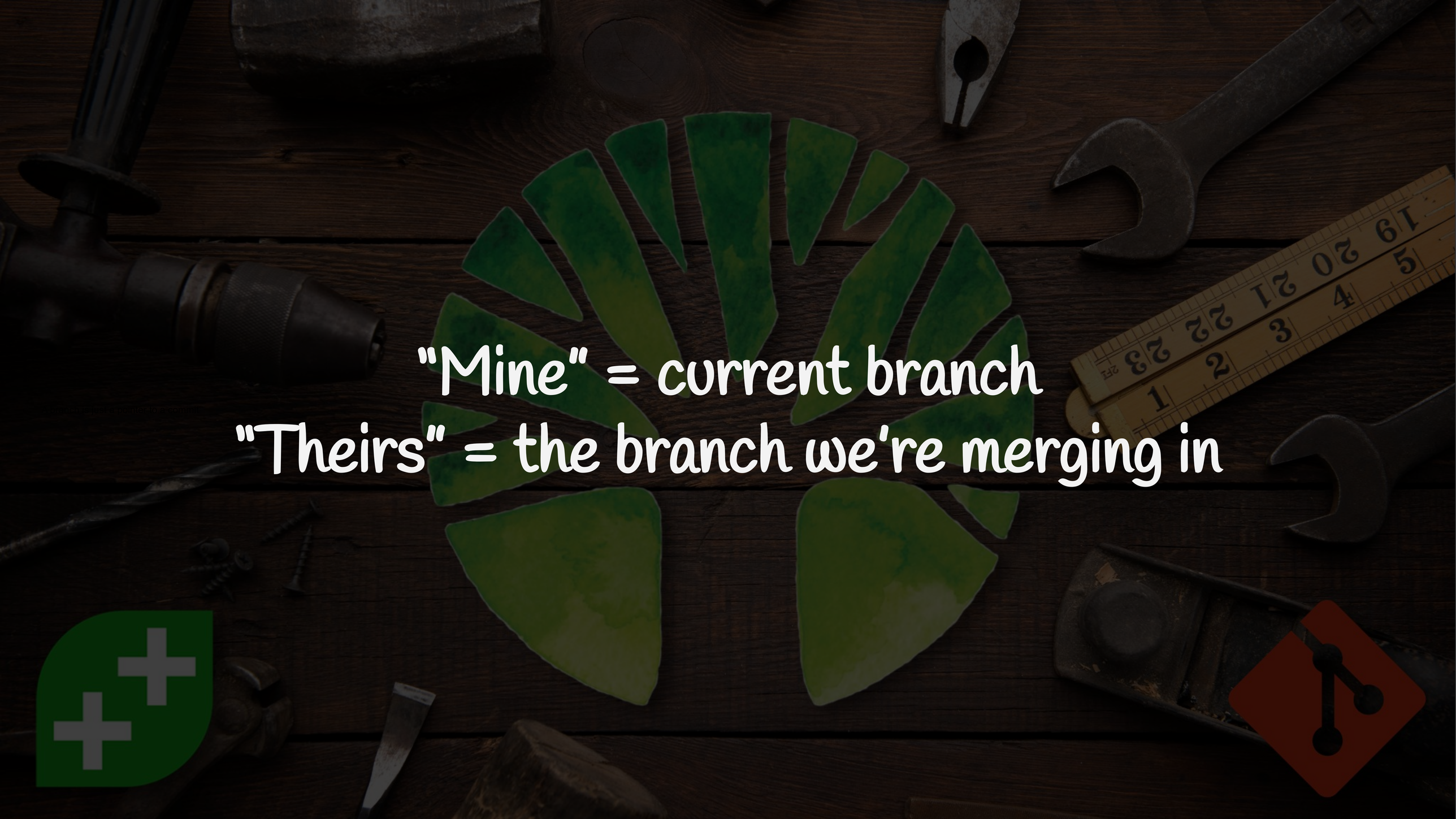
Merge early, merge often

Practice a Merge

- Find a simple merge with no conflicts.
- Practice merging yourself.
- Share your results / challenges.

Simple Merge Conflicts

https://gDev.tv/gitSlides


"Mine" = current branch
"Theirs" = the branch we're merging in

Resolve a Merge Conflict

- Setup for a simple merge conflict.
- Resolve the conflict with “mine”.
- Describe what’s going on to someone else!

Revert or Reverse Commit
https://gDev.tv/gitSlides

Reverse A Commit

- Undo a feature added in a previous commit.
- Ensure it works.
- Behold the power of good version control.

(Also thank Unity for playing well)

Section 3

Real Examples For Power Users

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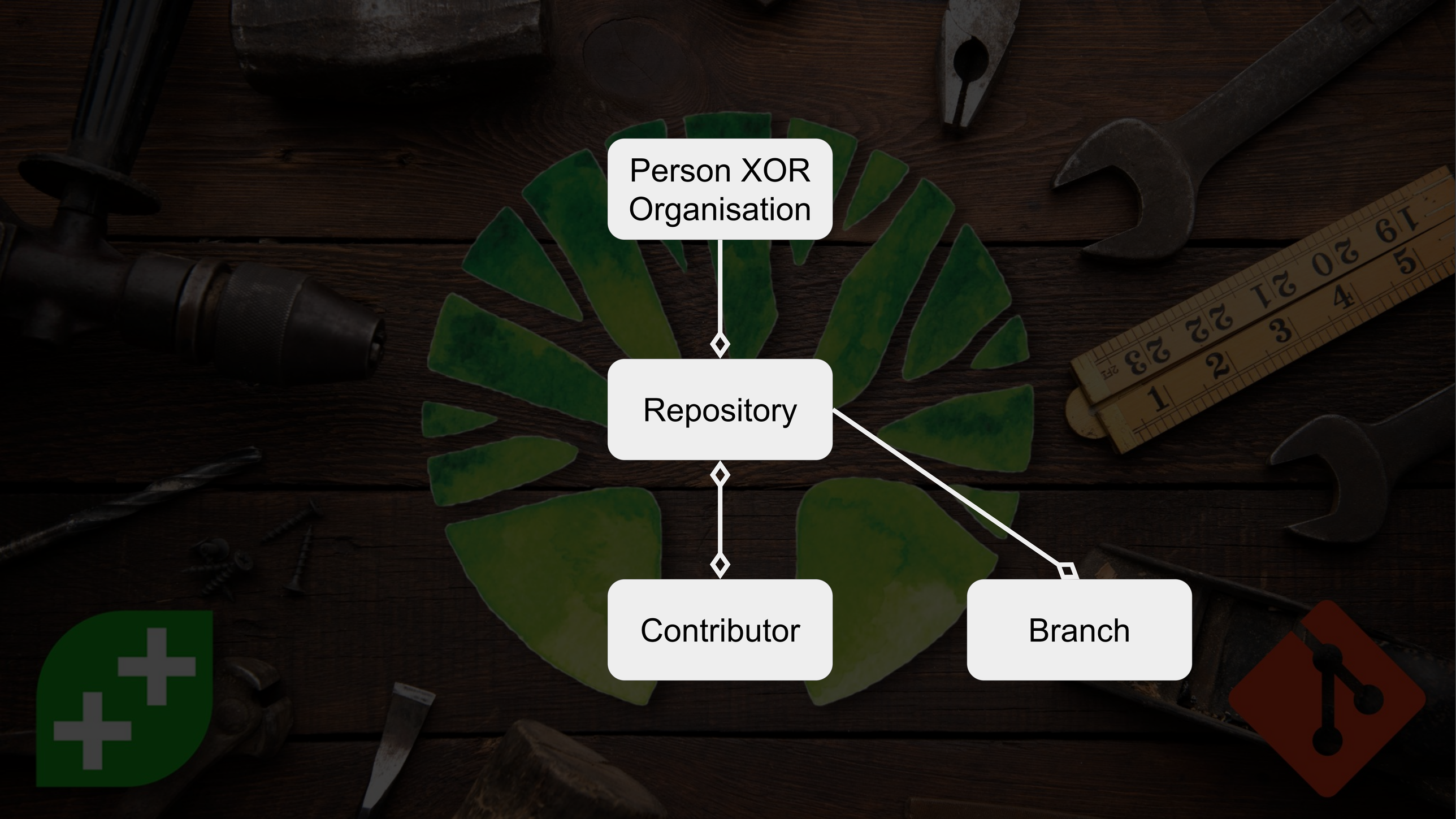
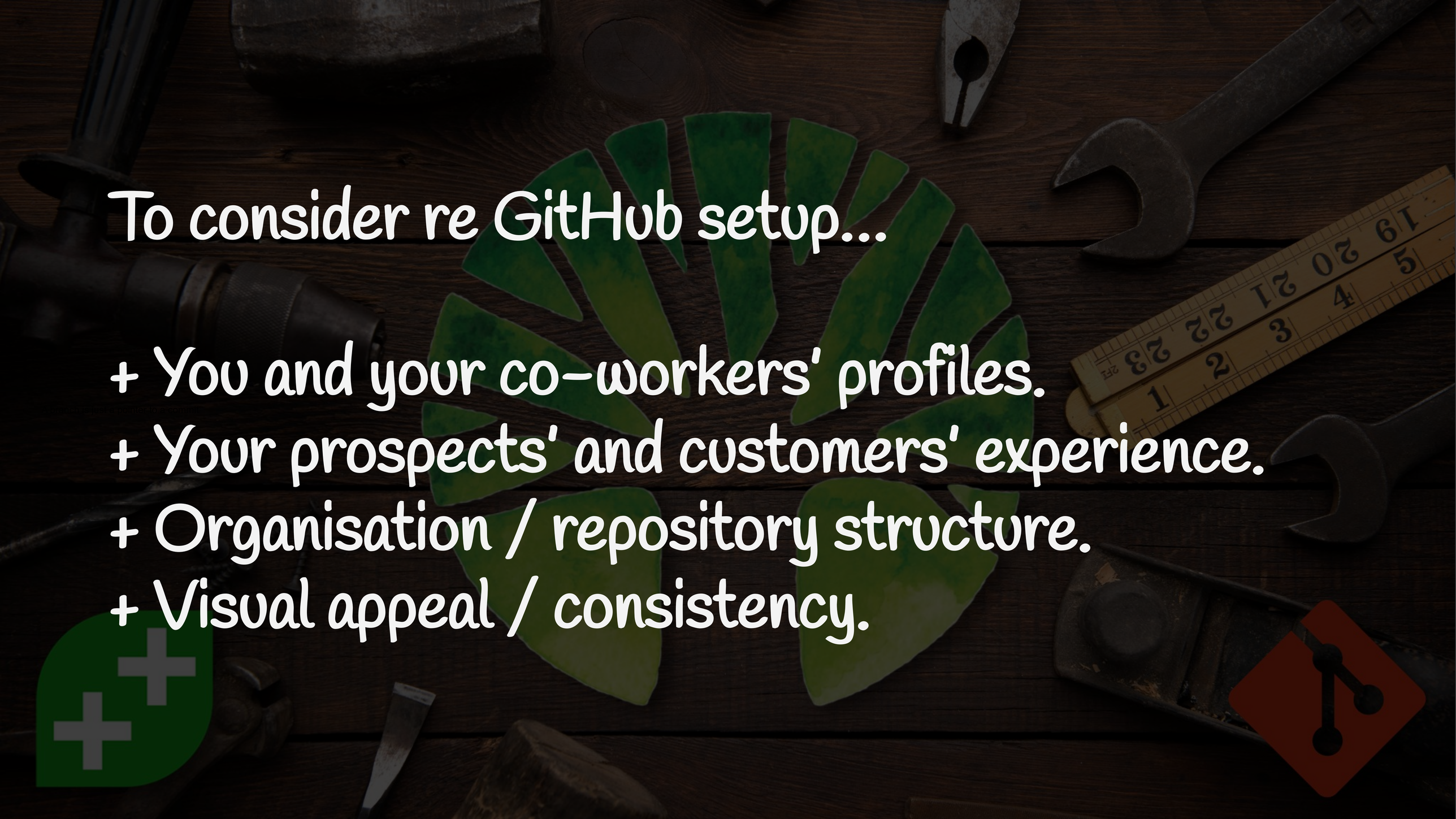
GitHub Structure 101

https://gDev.tv/gitSlides


Person XOR
Organisation
Repository
Contributor
Branch

"Everything is marketing"


To consider re GitHub setup...
+ You and your co-workers' profiles.
+ Your prospects' and customers' experience.
+ Organisation / repository structure.
+ Visual appeal / consistency.

Improve Your GitHub Profile

- Change the default image.
- Include some link, Twitter, whatever.
- Write a sentence about what you do / want to do!
- Consider renaming your repos now.
- Do you need organisation(s)?
- Share your profile again in the community.

Cloning Remote Repos

https://gDev.tv/gitSlides

Clone One Of Our Repos

- Visit https://github.com/CompleteUnityDeveloper2
- Clone one of the games there.
- I'll be using Project Boost.
- Upgrade to the latest Unity.
- Test it works after upgrade and commit.

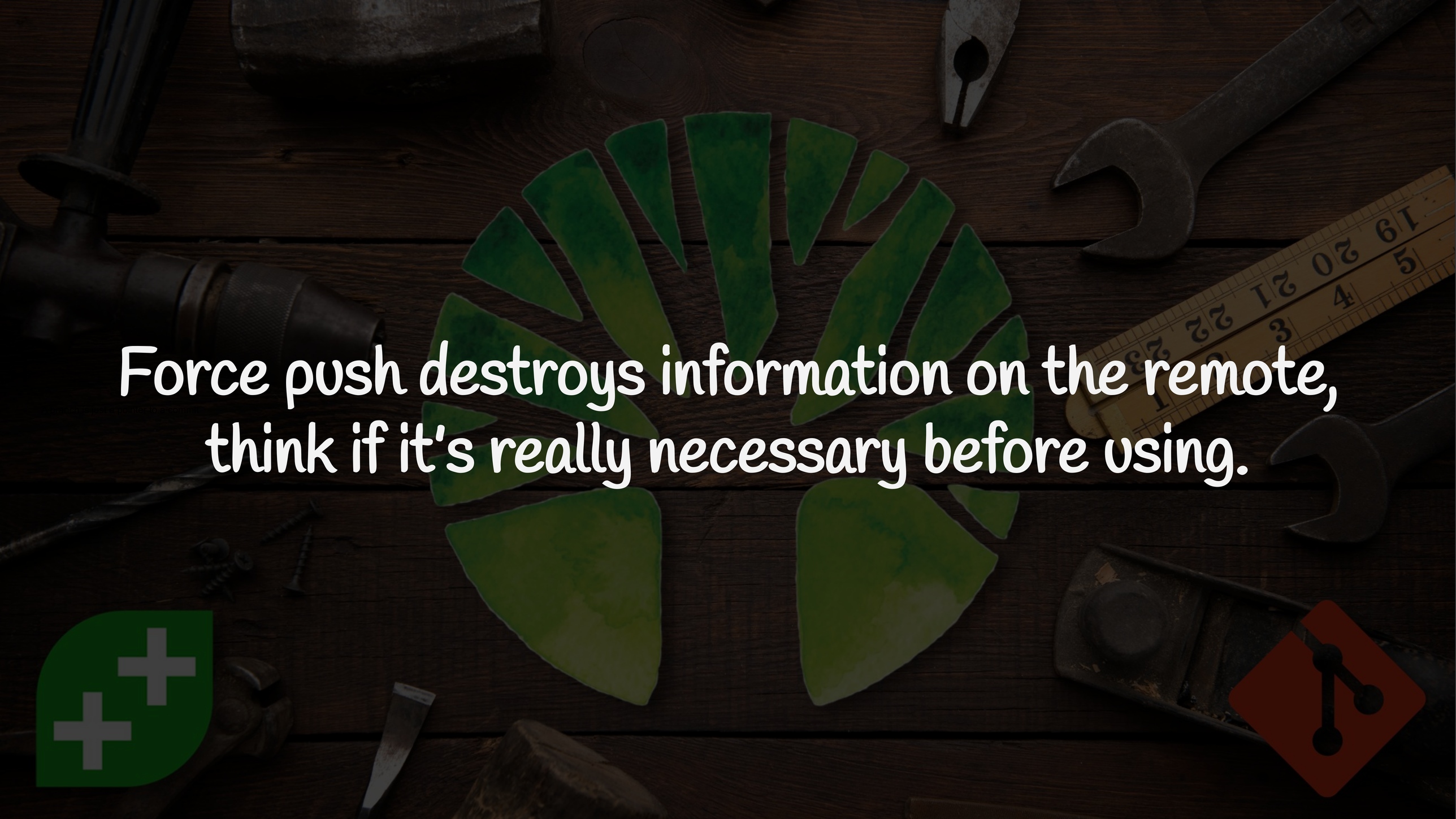
Introducing The Terminal
https://gDev.tv/gitSlides

Commit On The Terminal

- Make your first commit from the terminal.
- The purpose is to get your confidence up.
- Some things can only be done on the terminal.
- I’ll show you a great example after in my solution.

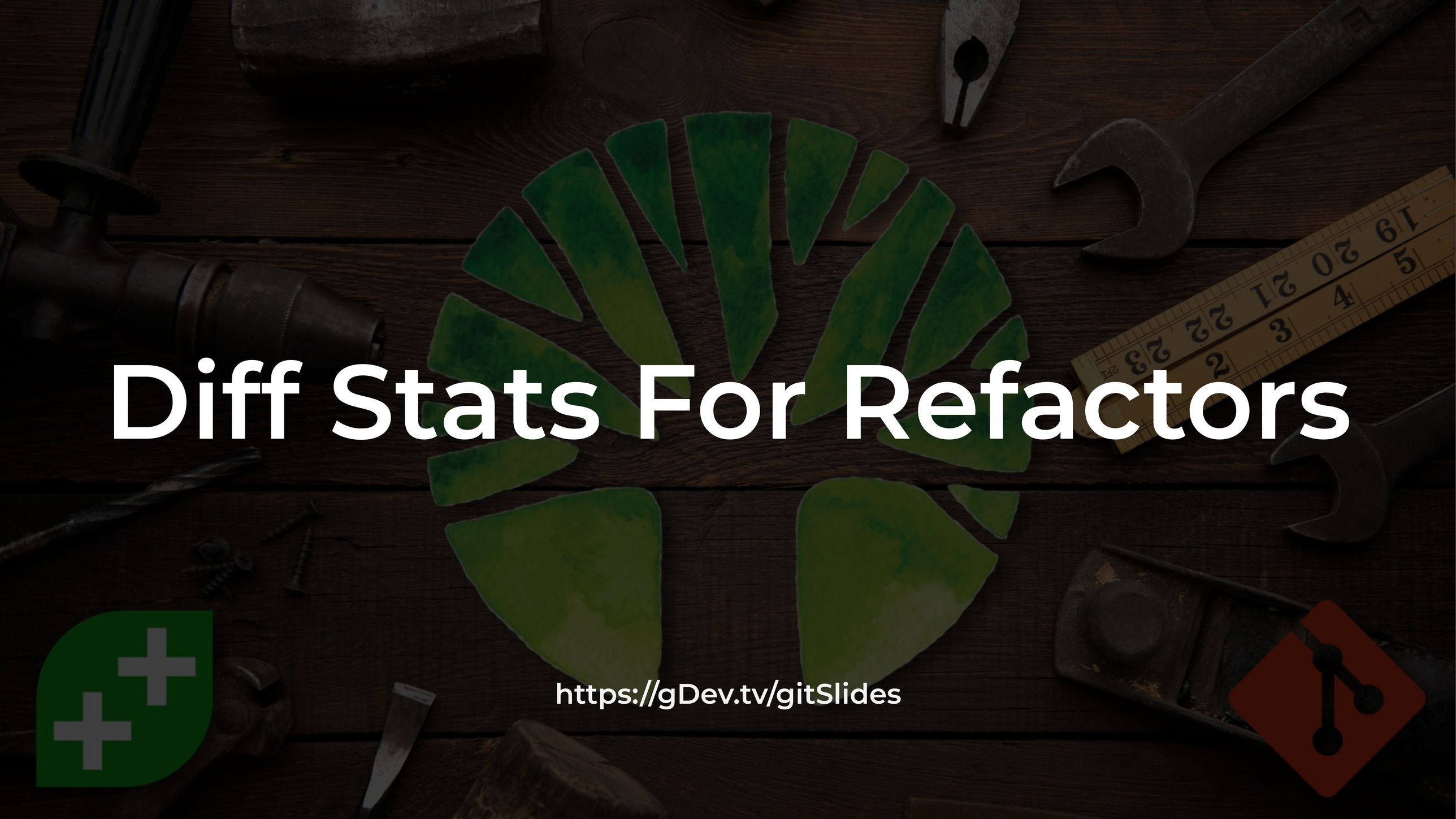
How & When To Force Push

https://gDev.tv/gitSlides


Force push destroys information on the remote,
think if it's really necessary before using.

Do your first “force push”

- It *should* feel a little naughty.
- The point is to do it consciously.
- Enjoy being a rebel!


Diff Stats For Refactors
https://gDev.tv/gitSlides

git diff --stat s0mec0mm1tsha '*.cs'

Refactor & Check Simplicity

- Do some long-overdue refactoring.
- Commit regularly along the way.
- Check if the net effect was simpler.

Picking Cherries

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I've got uncommitted changes, how do I change branch now without losing anything?
Added by you
+14

Large File System (LFS)

https://gDev.tv/gitSlides

Try And Push A Large File

- Follow the PRIRP process.
- Commit a 100MB+ file.
- Try pushing to GitHub and observe the error.
- Continue the video and see how to use LFS.

git lfs migrate

A Tour of GitHub in 2019

https://gDev.tv/gitSlides

Blame & History
https://gDev.tv/gitSlides

Read & Interpret a Blame

- Click “Blame” on any code file in any repo.
- Make sure you understand what you’re seeing.
- Remember this as a useful tool for later.
- Also click “History” button.
- Explain the difference in the community.

Section Wrap-up
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Section 4

Unity Specific Git & GitHub

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Section Introduction
https://gDev.tv/gitSlides

Serialisation & Prefabs

https://gDev.tv/gitSlides

Play With Prefabs etc.

- Watching file changes is more fun than it sounds.
- Certainly more fun than watching paint dry!
- Play with prefabs, scenes, etc. and watch files.
- This will REALLY help you understand Unity.
- Will help you in a TEAM environment.

GitHub for Unity Plugin

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Explore GitHub For Unity

- Install the plugin from the Asset Store.
- Commit the additions to Plugin directory (10MB).
- Play with its facilities.
- Watch in SourceTree if you wish.

Locking Files For Collaboration

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Lock > Commit > Unlock.
If you change a locked file, don't commit it.

Collaborate With Another Student!

- Reach out on one of our community sites.
- Links in the resources, Discord may be good.
- Practice locking a file and collaborating.

Course Wrap-up
https://gDev.tv/gitSlides