



Tjalle Borgers  
Project Show off

# HOW TO DO GIT GUD

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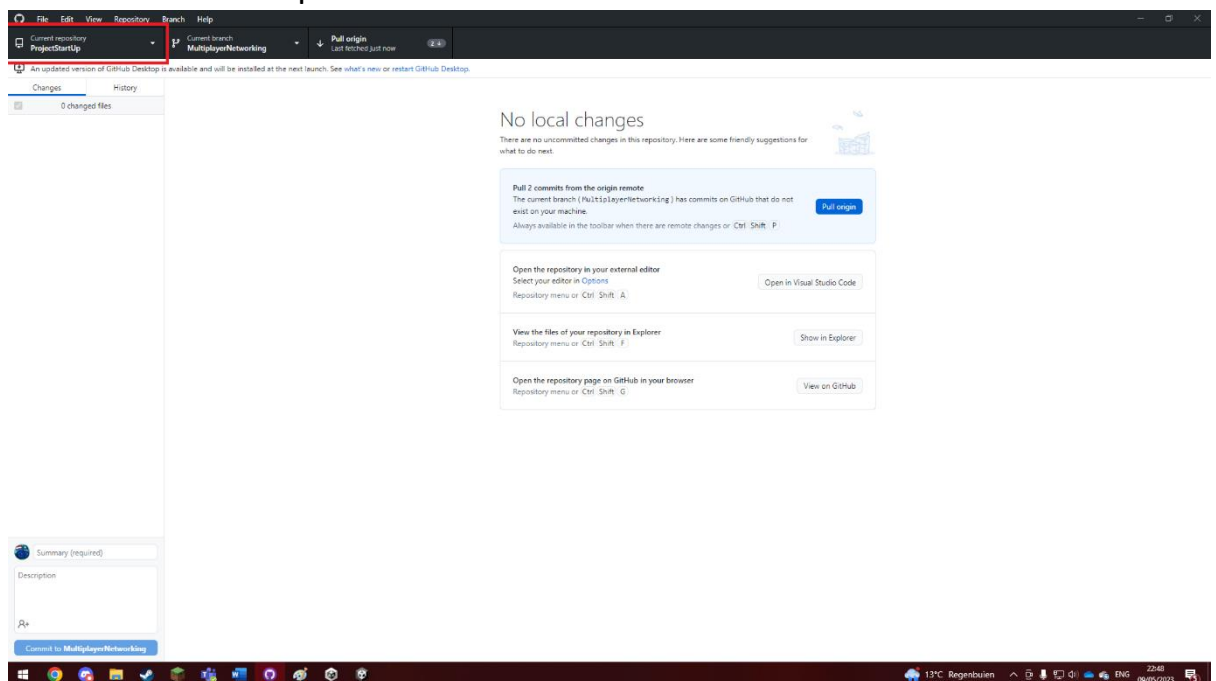
## Git flow

When adding things to the git repository you have to follow a few pretty simple rules.

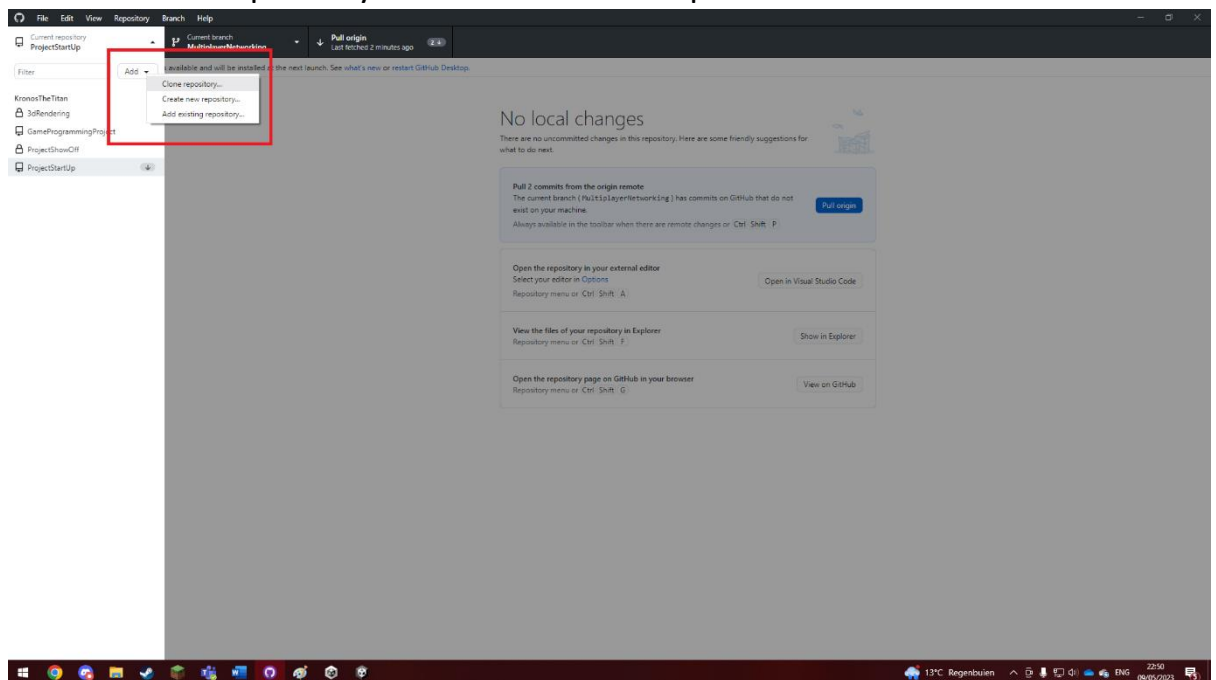
1. Don't change game objects, scriptable objects, or other assets another user is working on. Scenes are fine just don't touch the specific object.
2. Make a new branch for every issue. This means one branch for every issue on the scrum board.
3. All branches must be derived from Development.
4. All branches must have CamelCased names.

## Cloning the repository

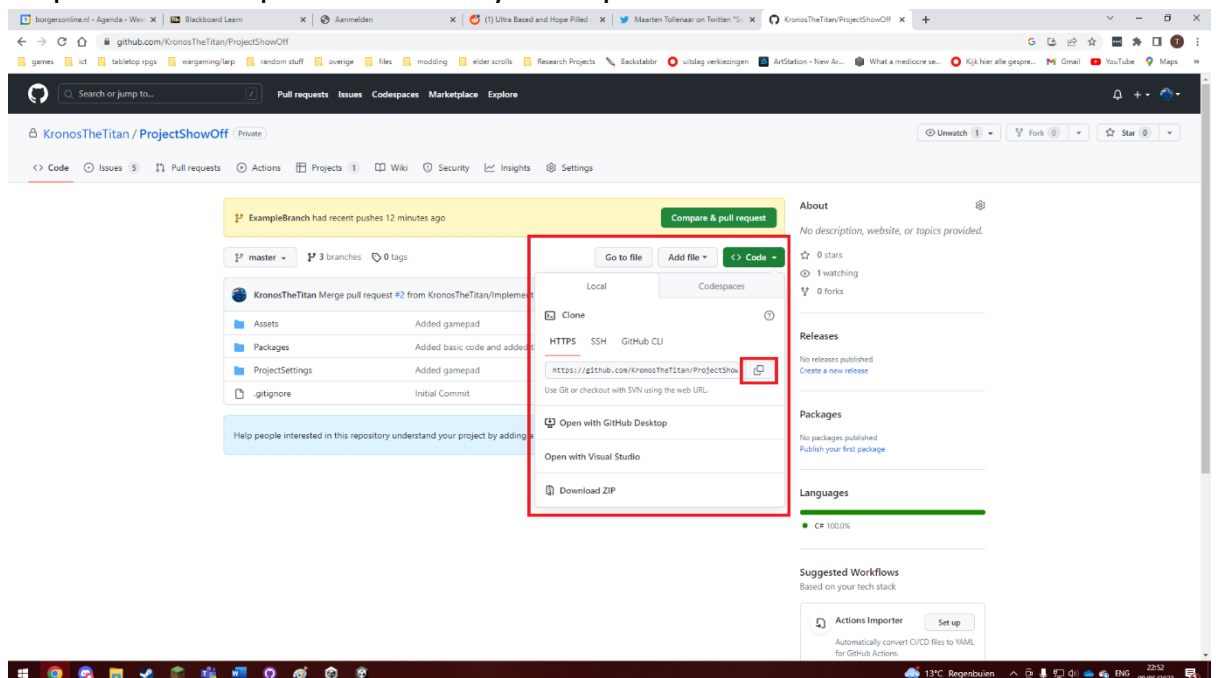
1. Click the current repository button.



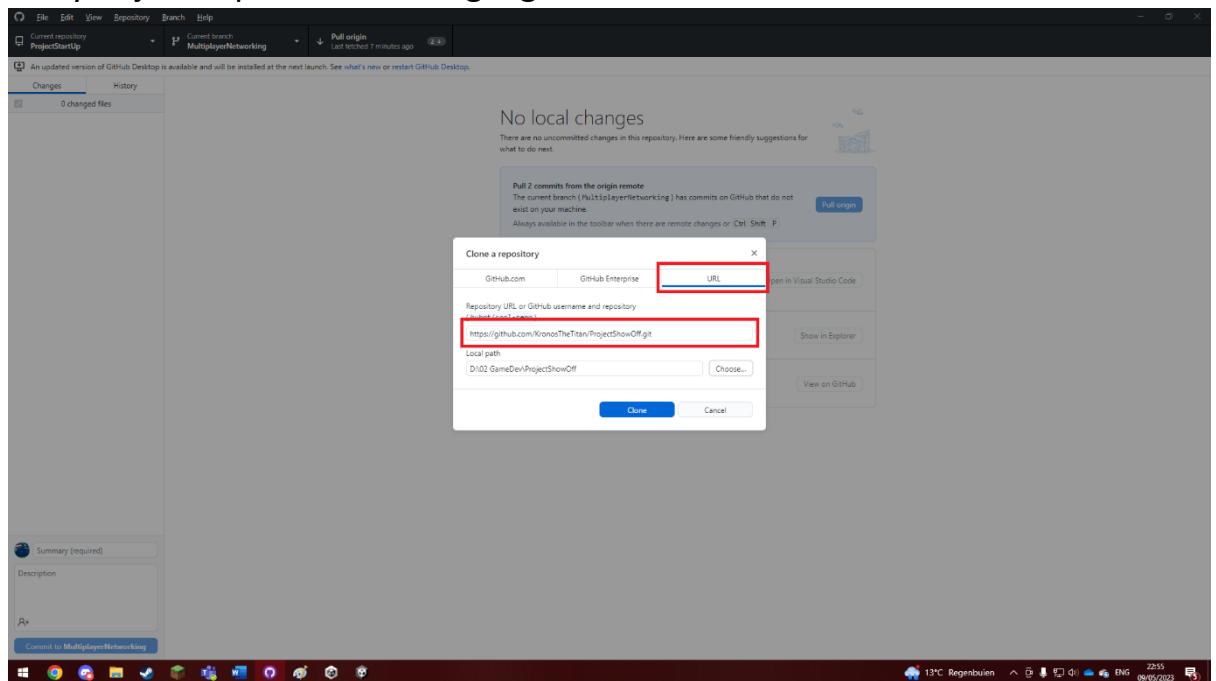
2. Select “Clone repository” from the “add” dropdown menu.



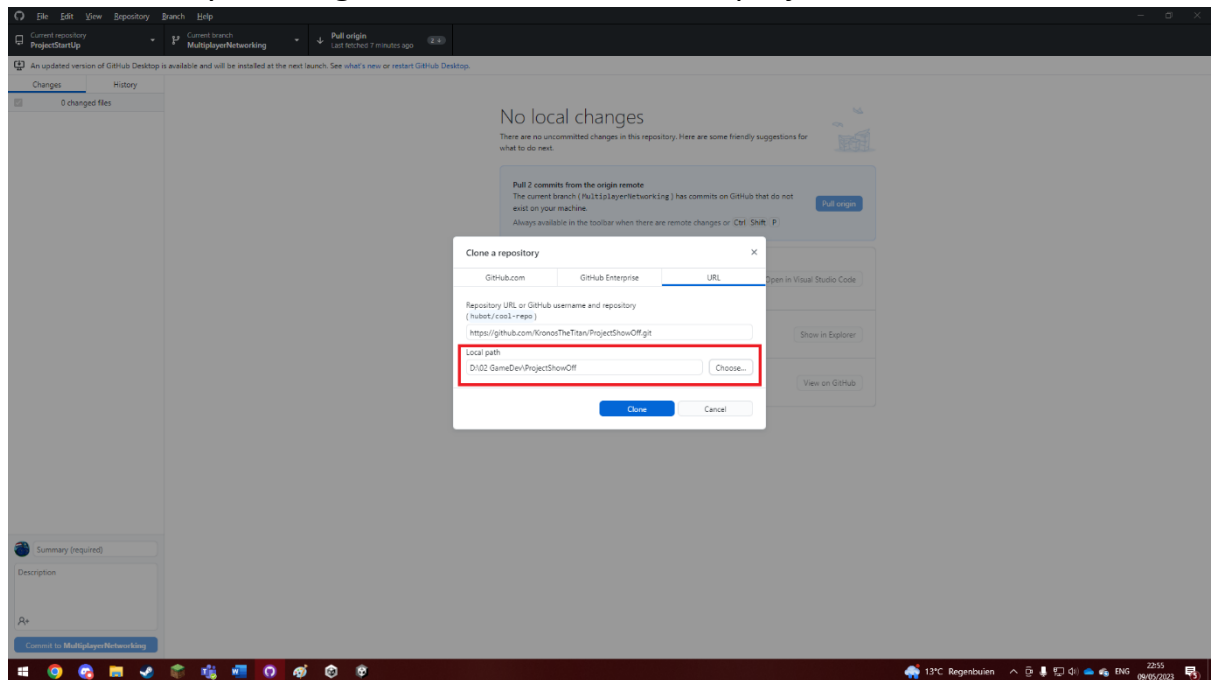
3. Go to the GitHub page, a link can be found in the important links section of the discord. Click on the code button and press the button next to the https url. This copies the link to your clipboard.



4. Back on github desktop you will need to go to the URL section. Paste the link you just copied into the highlighted field.



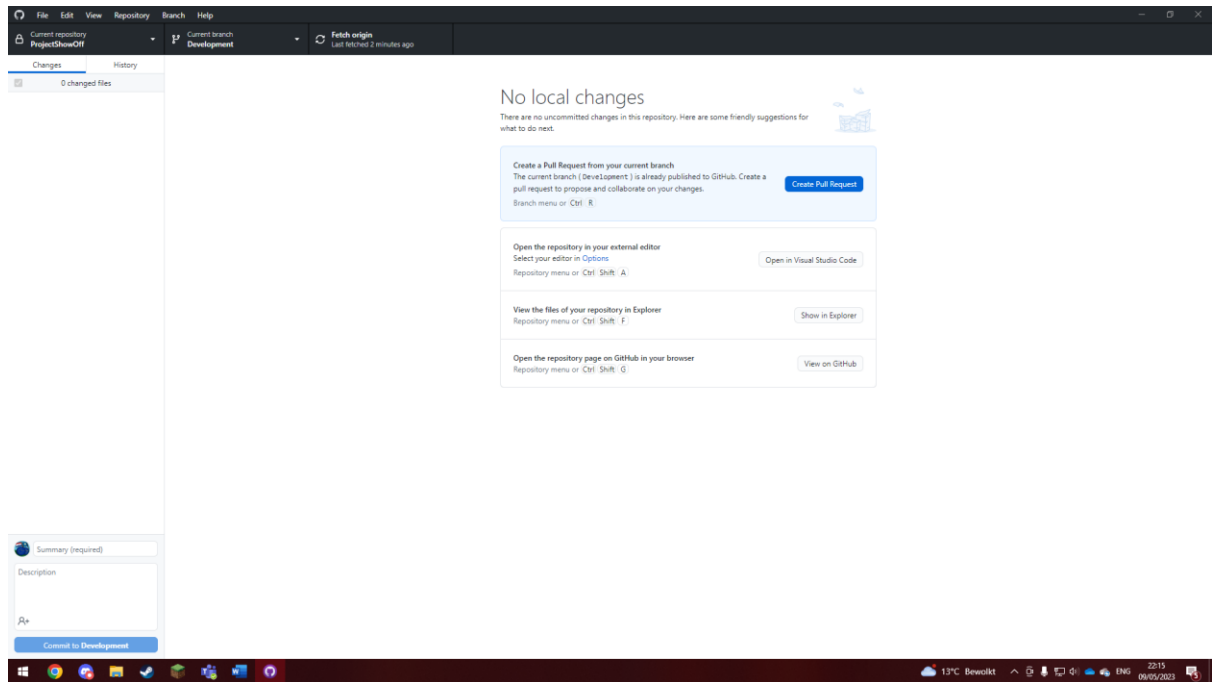
5. Select an easy to navigate folder to store the project in.



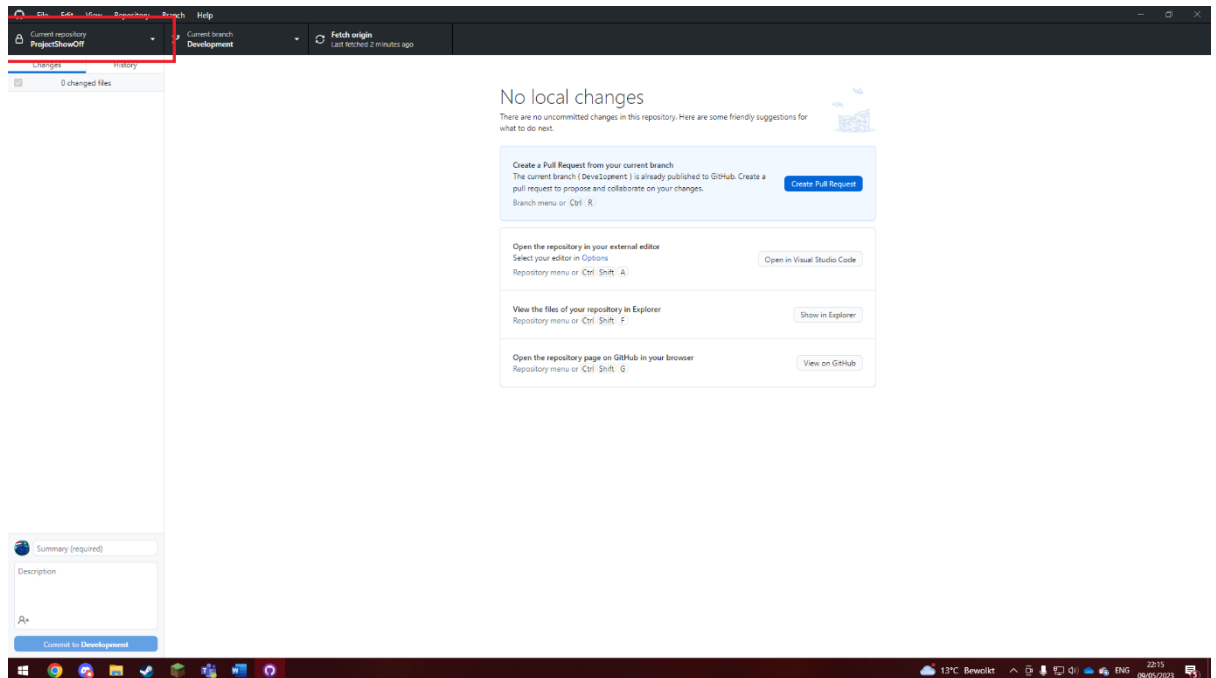
6. Click "Clone"
7. Done!

## How to create a new branch?

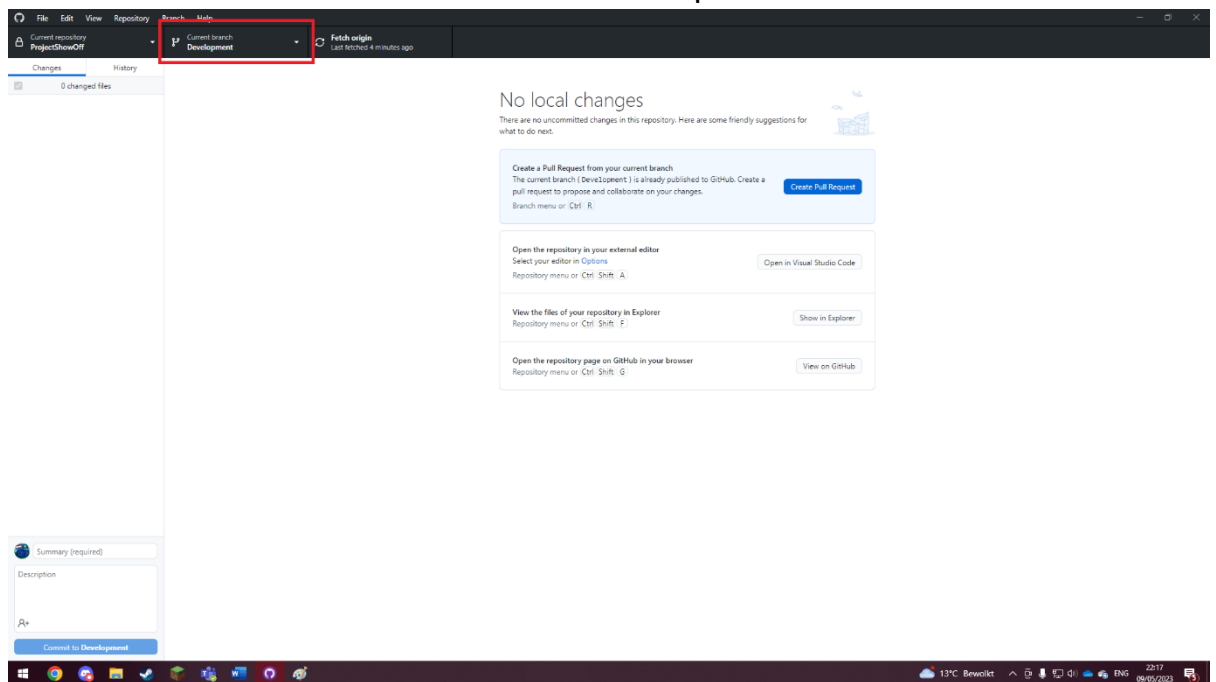
### 1. Open GitHub desktop.



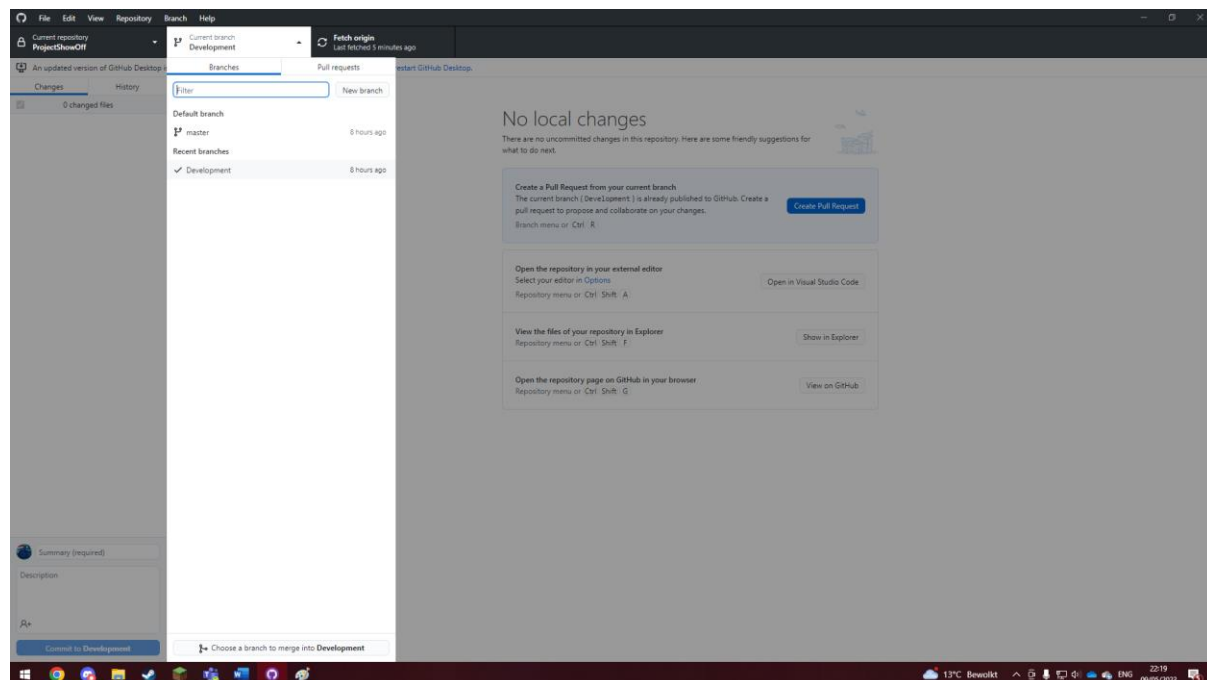
### 2. Make sure that the current repository is "ProjectShowOff"



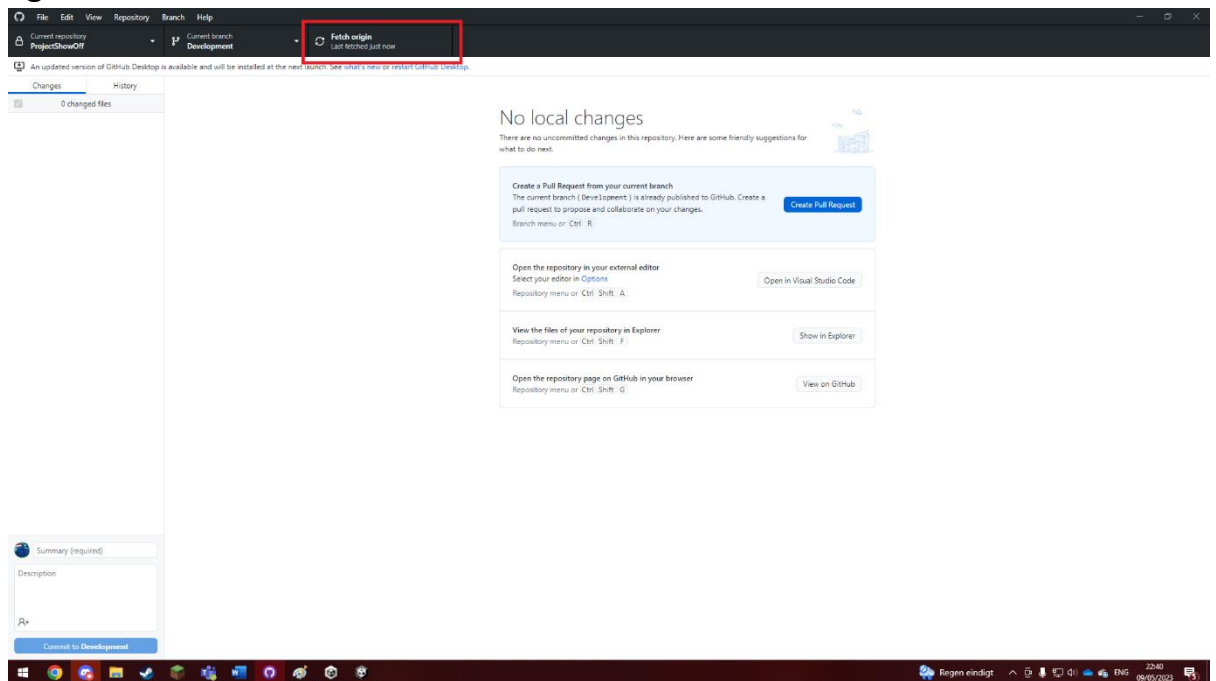
### 3. Make sure that the current branch is “Development”



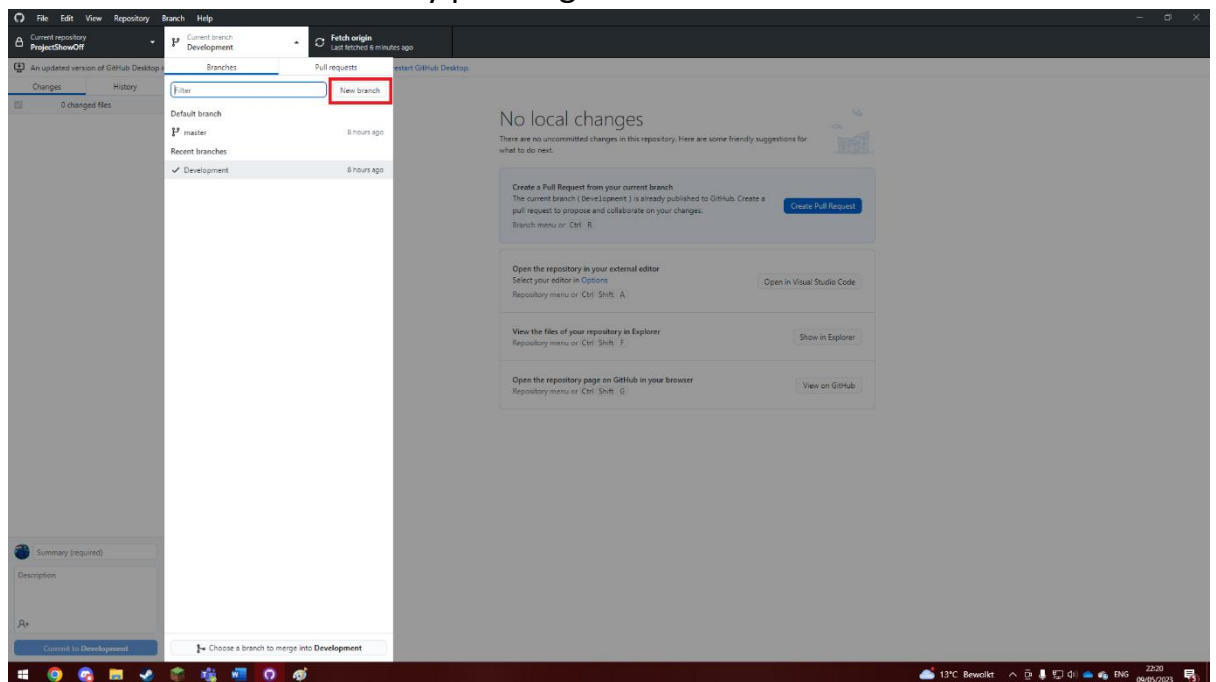
- a. If this is not the case, you need to select the branch through the menu



4. Fetch the origin, if the button changes to pull then you need to press it again.



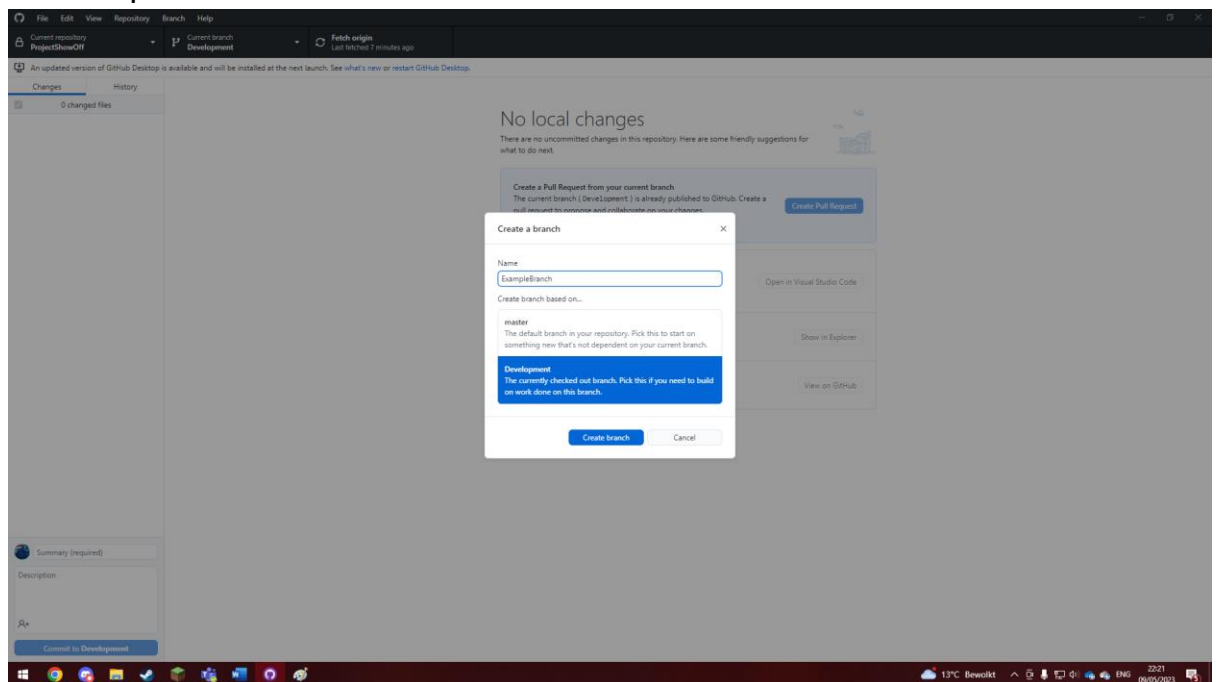
5. Now create a new branch by pressing the button



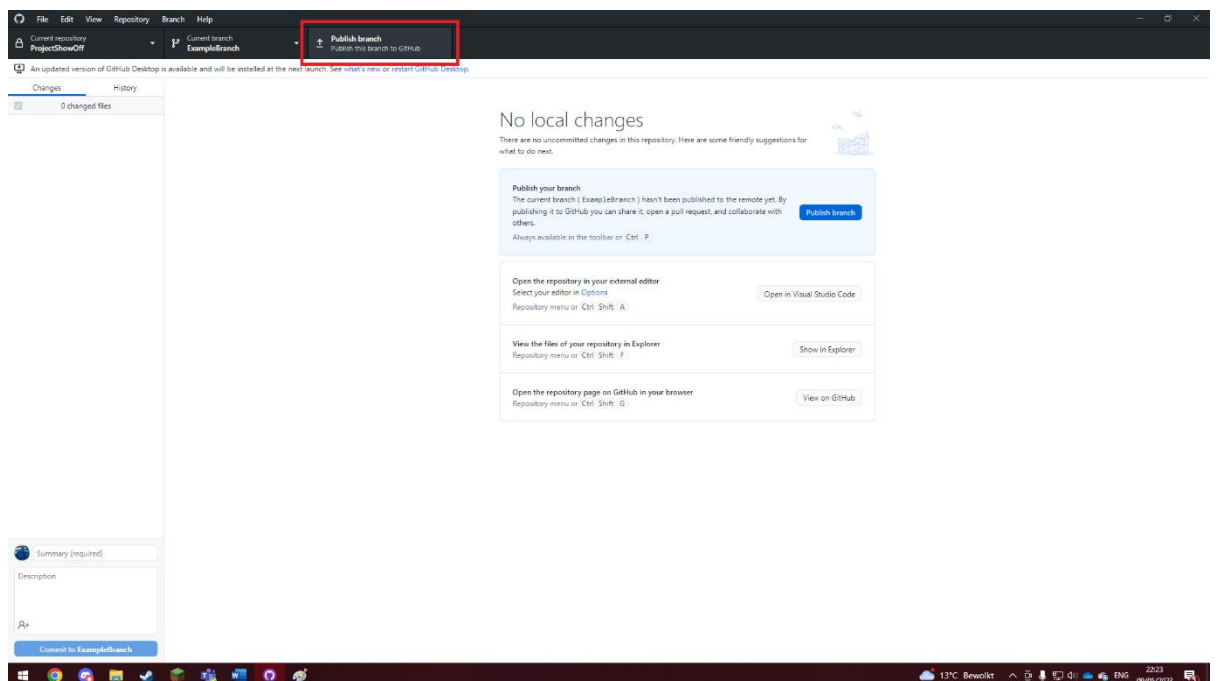
6. Give the branch a descriptive name corresponding to the work it contains. Also make sure to select the option to base a branch on



## “Development” The click “Create Branch”



## 7. Click “Publish branch”



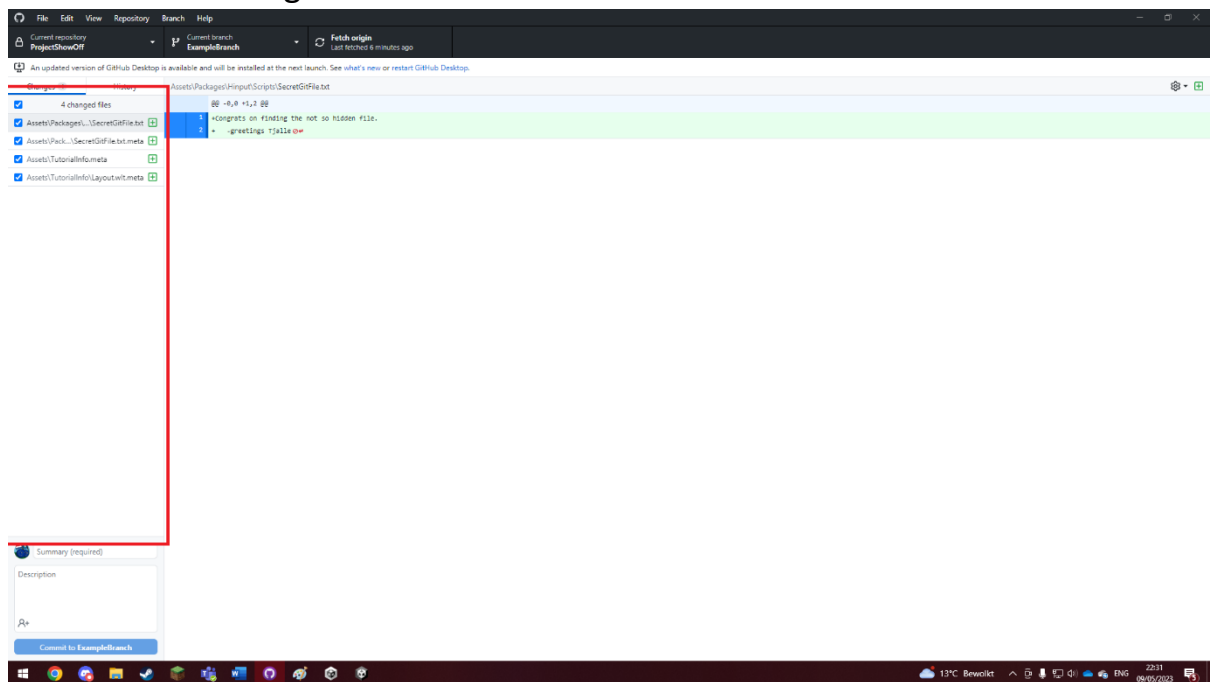
## 8. Done!

### How to commit

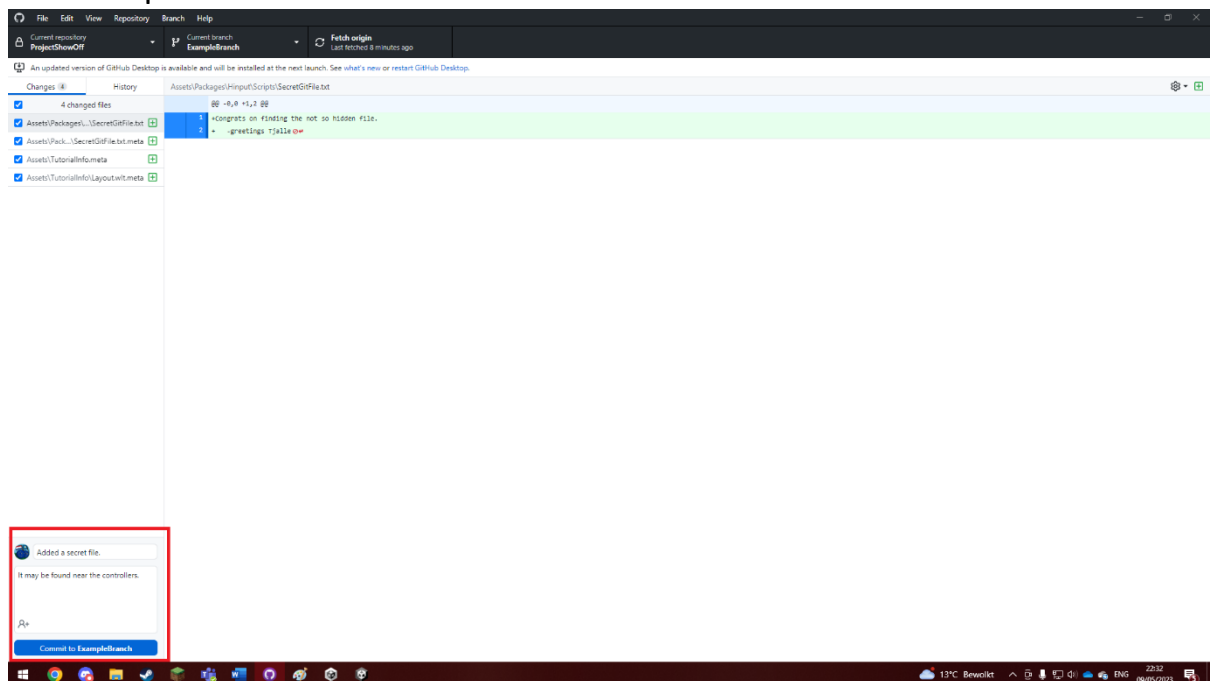
For this example, I am just going to add a text file, it will work for all files added into the assets folder of the unity project.

1. Make your changes.
2. Ensure that you are on the correct branch.

### 3. Select all the changed files.

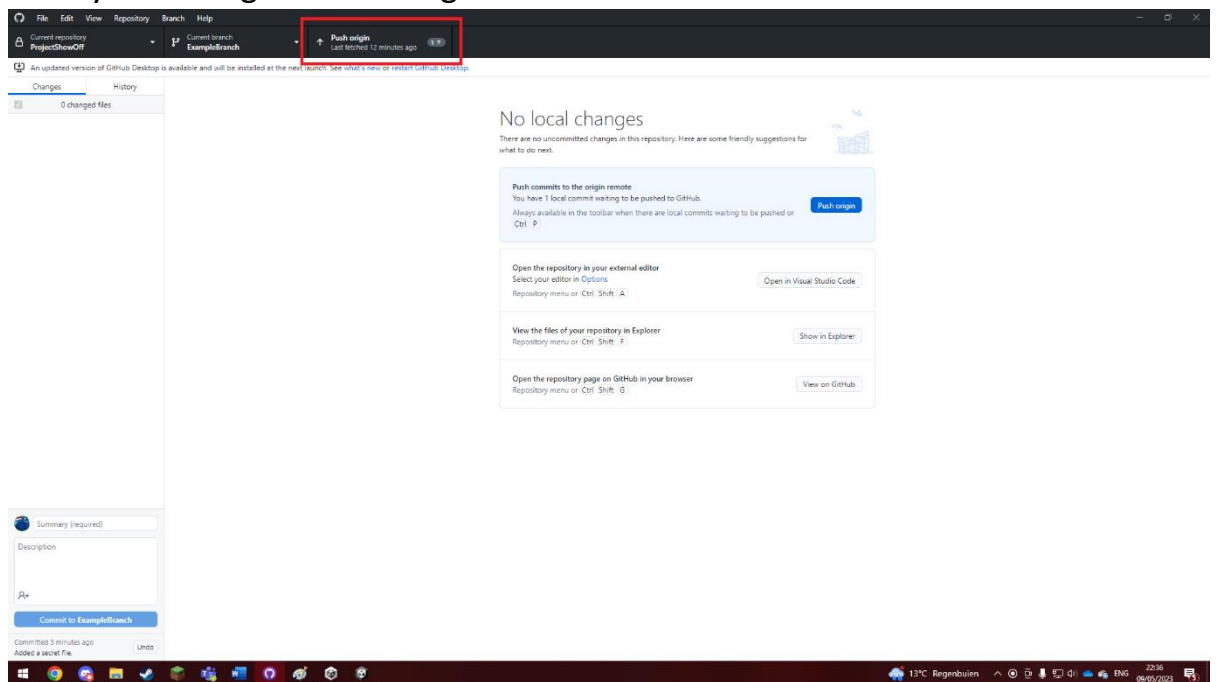


### 4. Give your commit a descriptive name. You may also add a description if the name doesn't fully cover everything you did or if there are additional notes required.



### 5. Click "Commit to [branch name]"

## 6. Push your changes to the origin.



7. If you are now done with the task you were working on move back to the development branch. Even if you expect to be doing more work on this part of the project later, just make a new branch when that point comes.