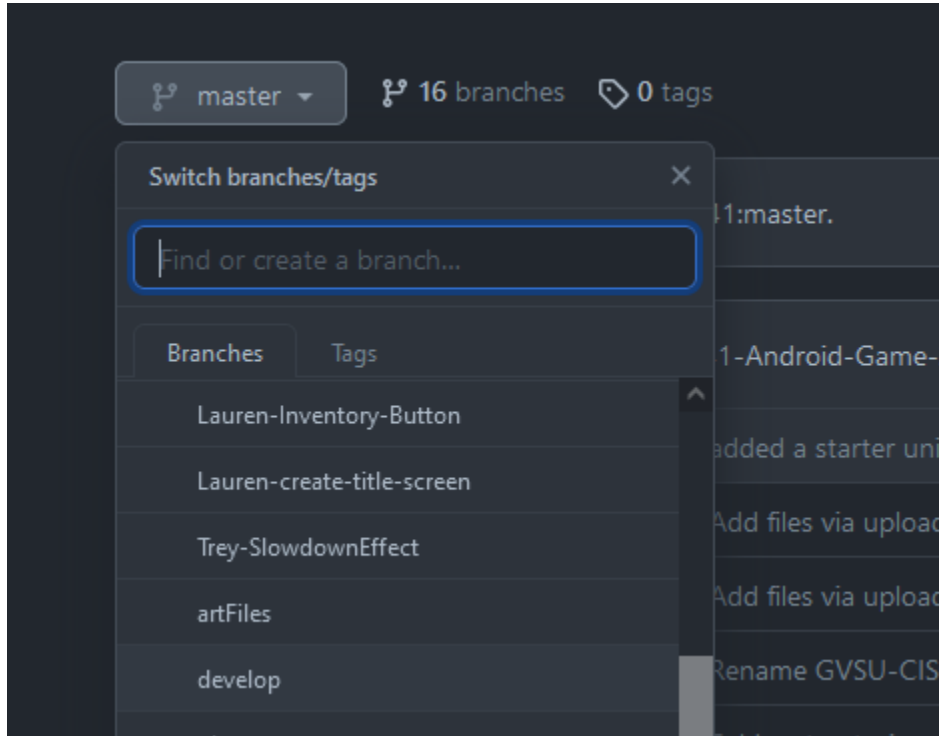
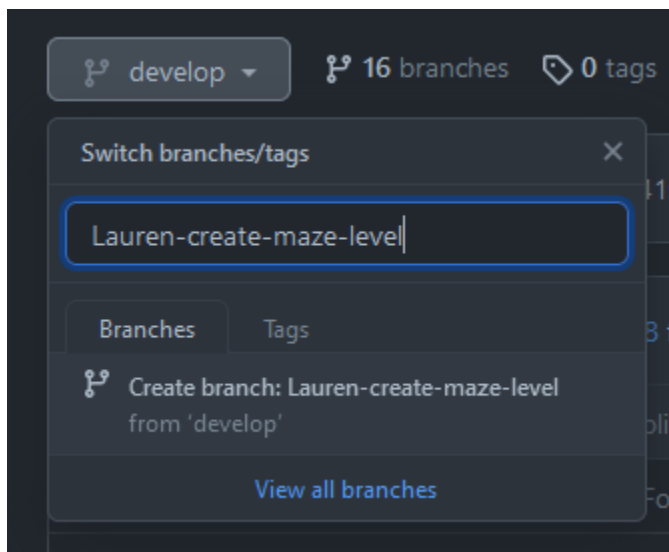


Before you start:

Make a new branch from the 'develop' branch. To do this, navigate to the 'develop' branch from the drop down in the code tab on github.



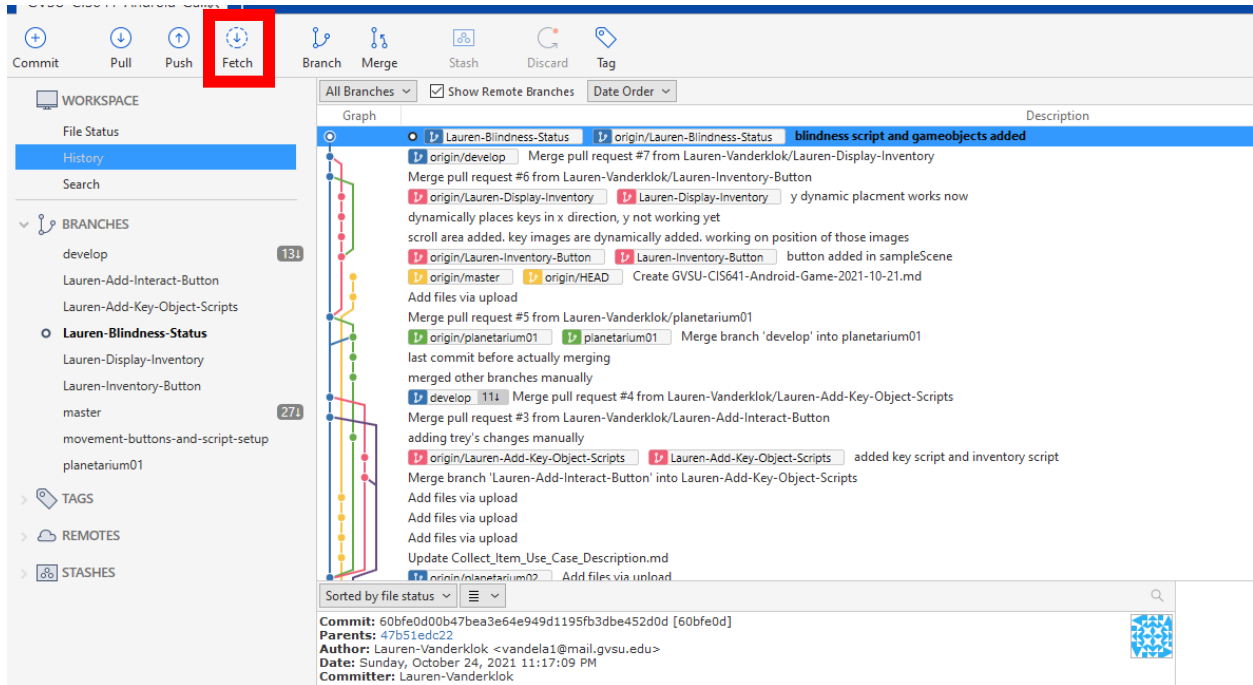
from that same drop down, start typing what you want to name your branch. A option to create a branch of that name from develop should appear. Click that option.



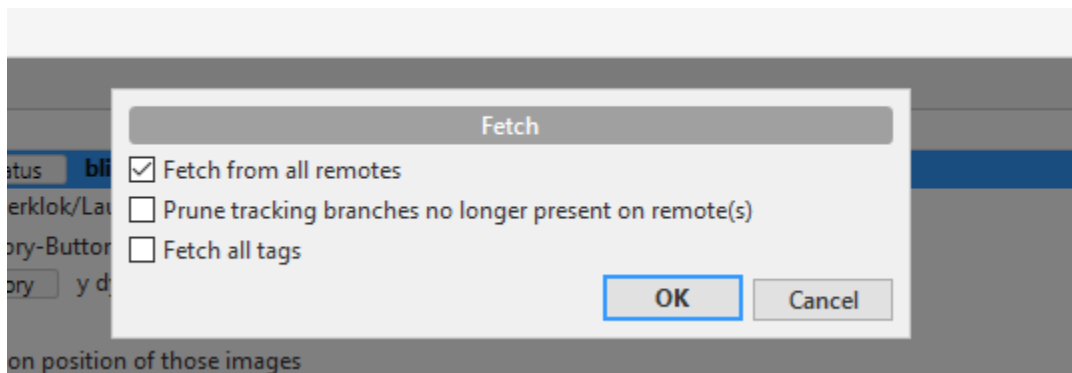
Make sure you are on the develop branch when you do this, and that it says you are creating a new branch 'from 'develop''

In SourceTree: (make sure Unity is not open when you do this. You cannot do anything with git when Unity is open)

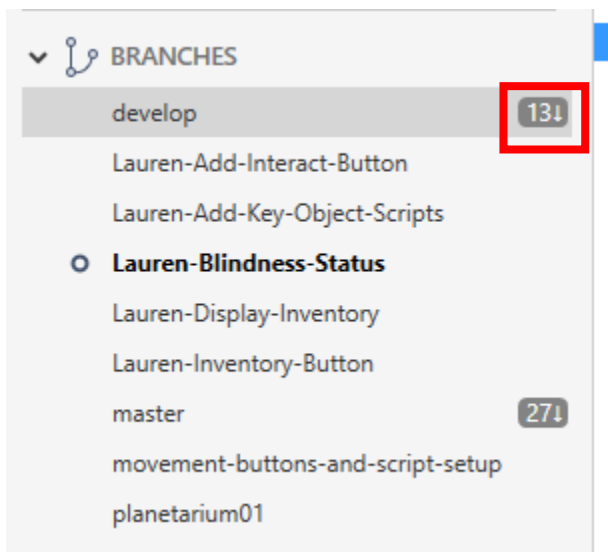
click fetch



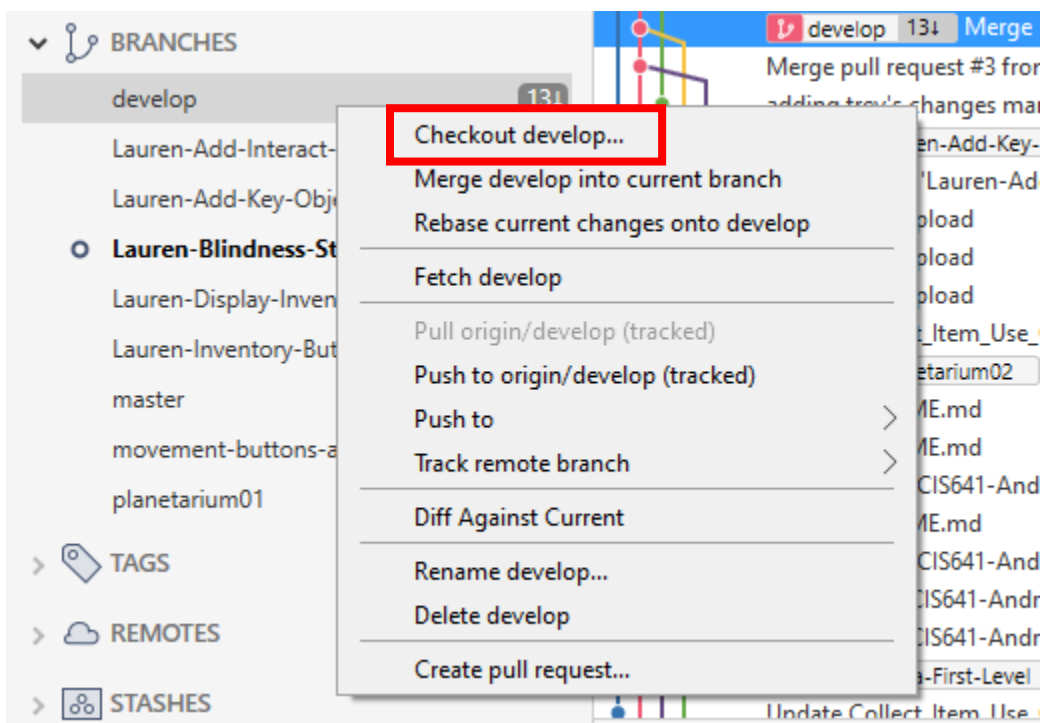
Click ok



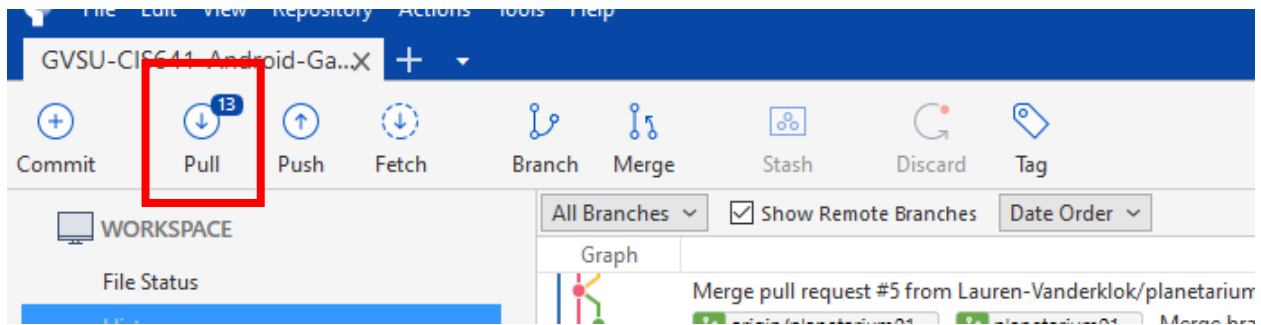
If there are grey numbers next to branch names:



Left click checkout those branches



Then click pull

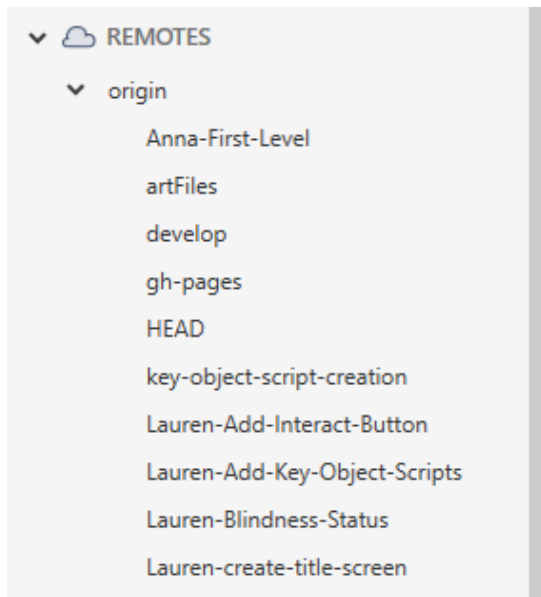


Click pull

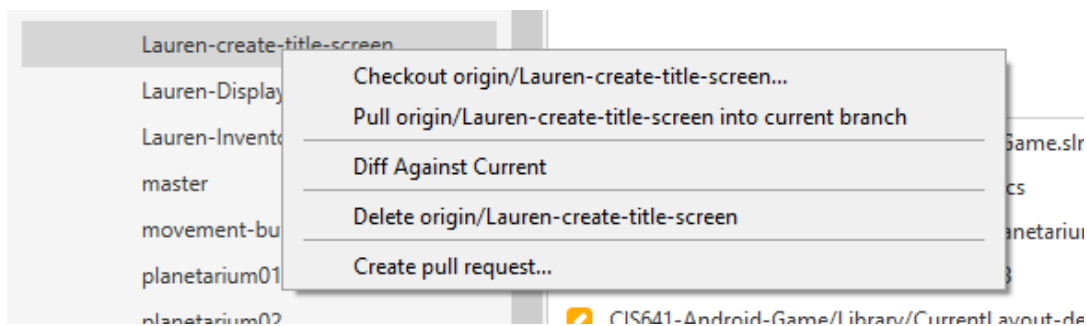


I generally don't do this for the master branch, as most commits from that branch are just meeting minutes and other documentation, but I do for the develop branch as that has our up to date project on it. You need to go through this process to get the most up to date version of any branch. The grey number indicates how many commits behind the version on GitHub you are.

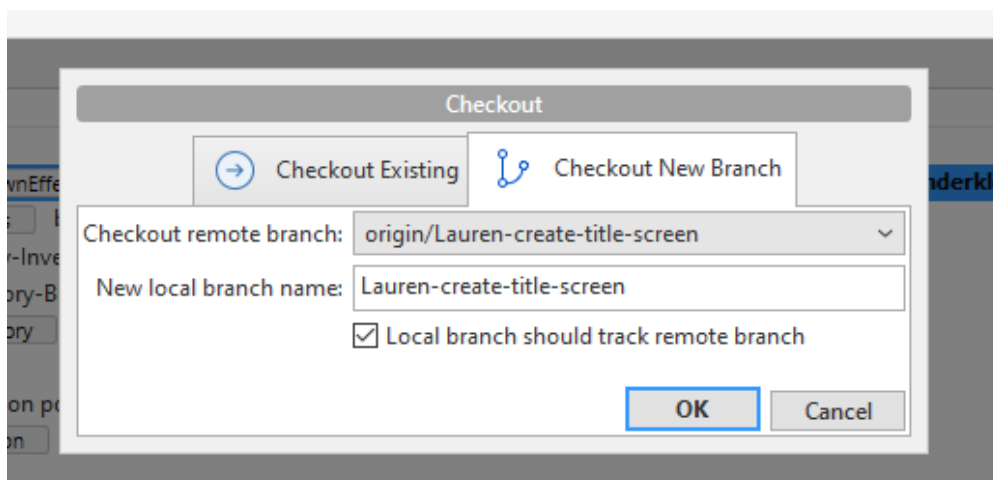
Now that develop is up to date, on the side bar go to remotes > origin > your branch



Left click checkout



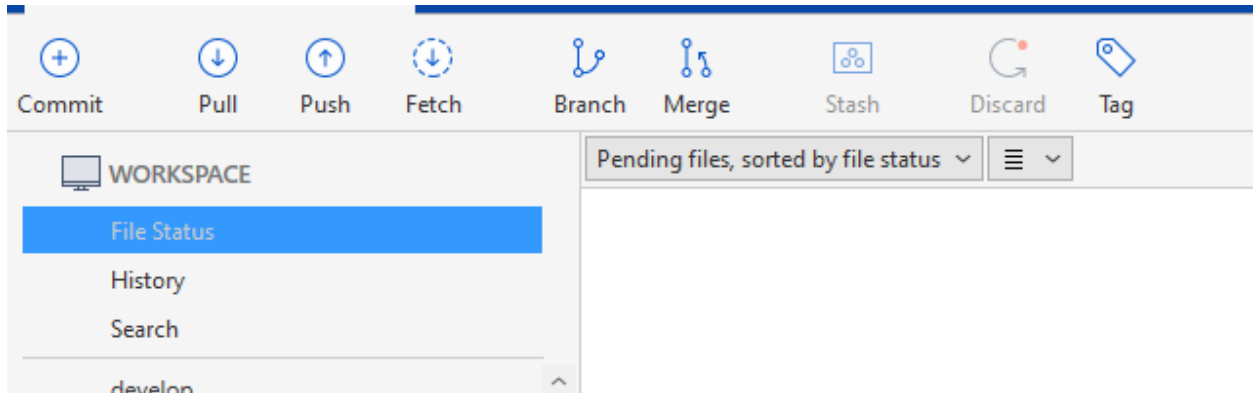
Click OK



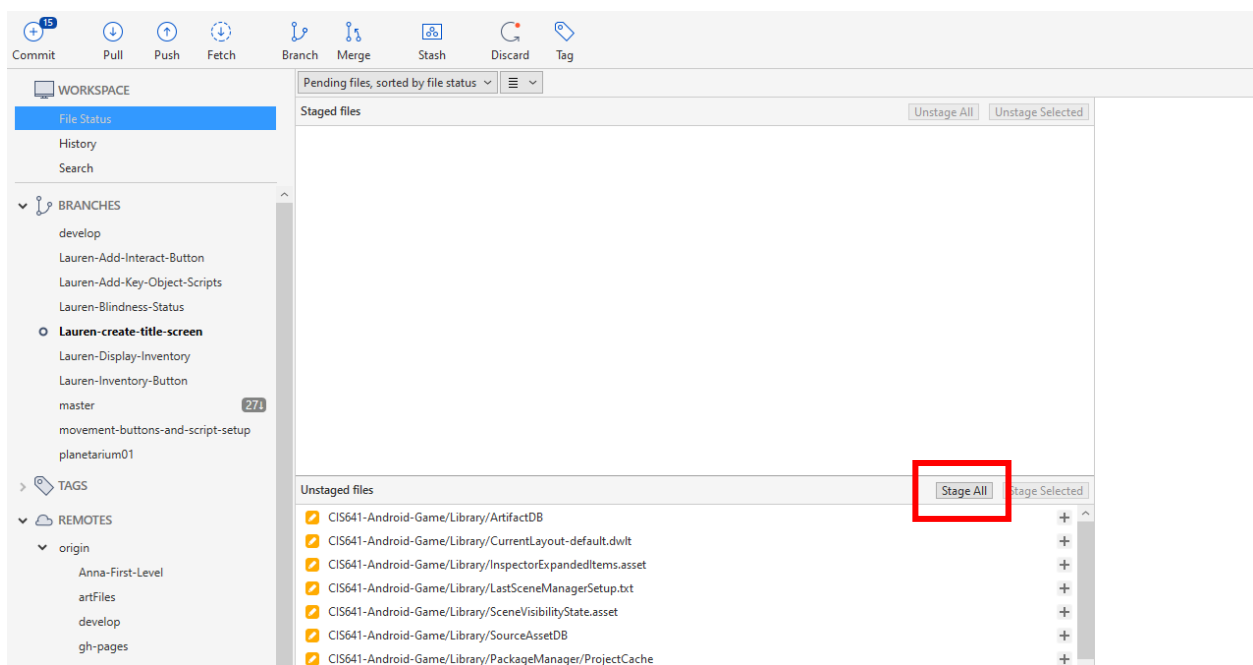
You are now good to start work!

Committing changes to github

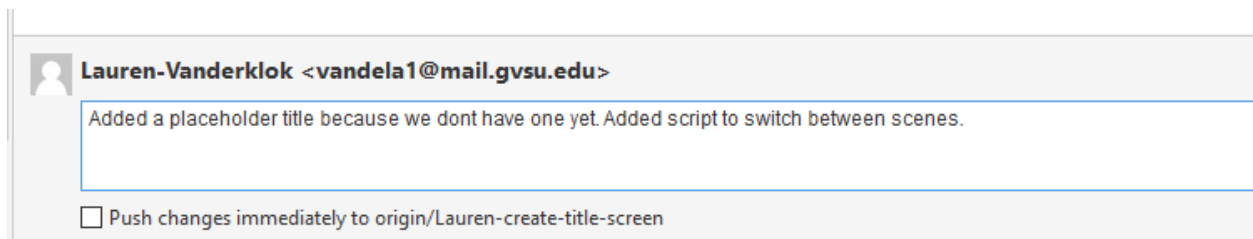
Once you are done with your work, or you simply want it saved remotely, exit Unity and in SourceTree go to file status in the side bar



Click Stage All

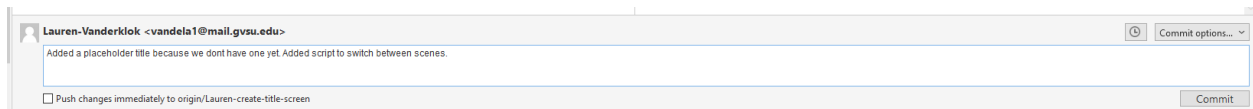


At the bottom add a commit message. This shows up next to changed files in github



Click the check box at the bottom "Push changes immediately to origin/..."

Click the commit button

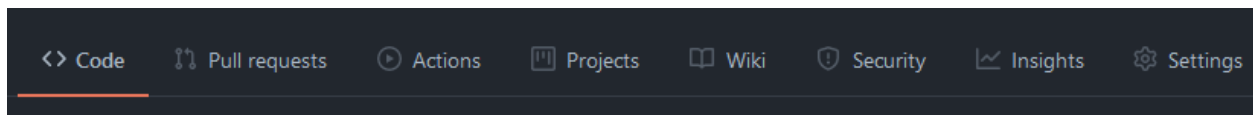


Your changes are now live in github.

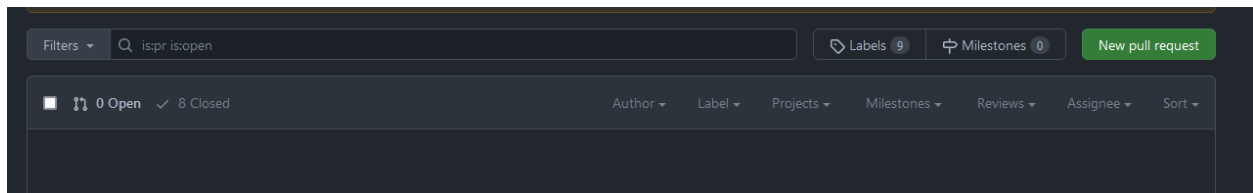
Making a pull request

This tells me you are done, and then I can merge your work into the develop branch. We do this to prevent people overwriting other people's changes and prevent commits with problems in them from getting added to other people's code.

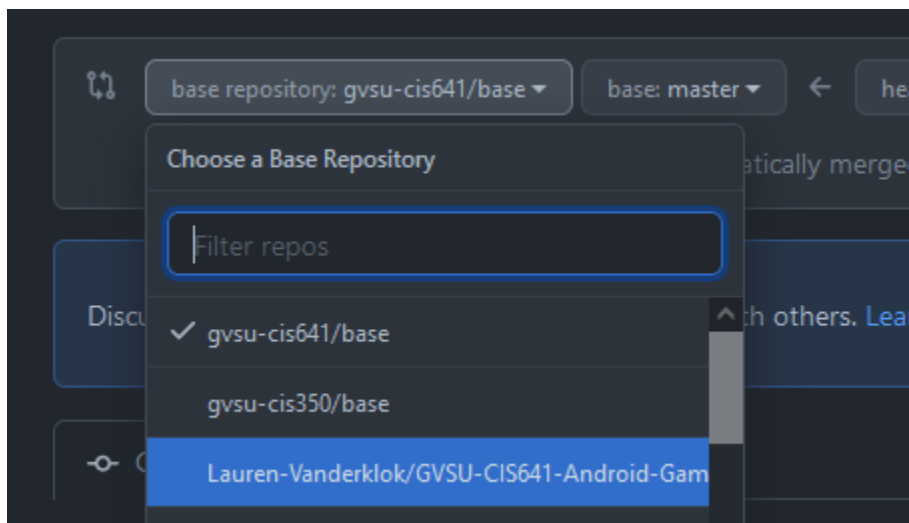
go to the pull requests tab on github.



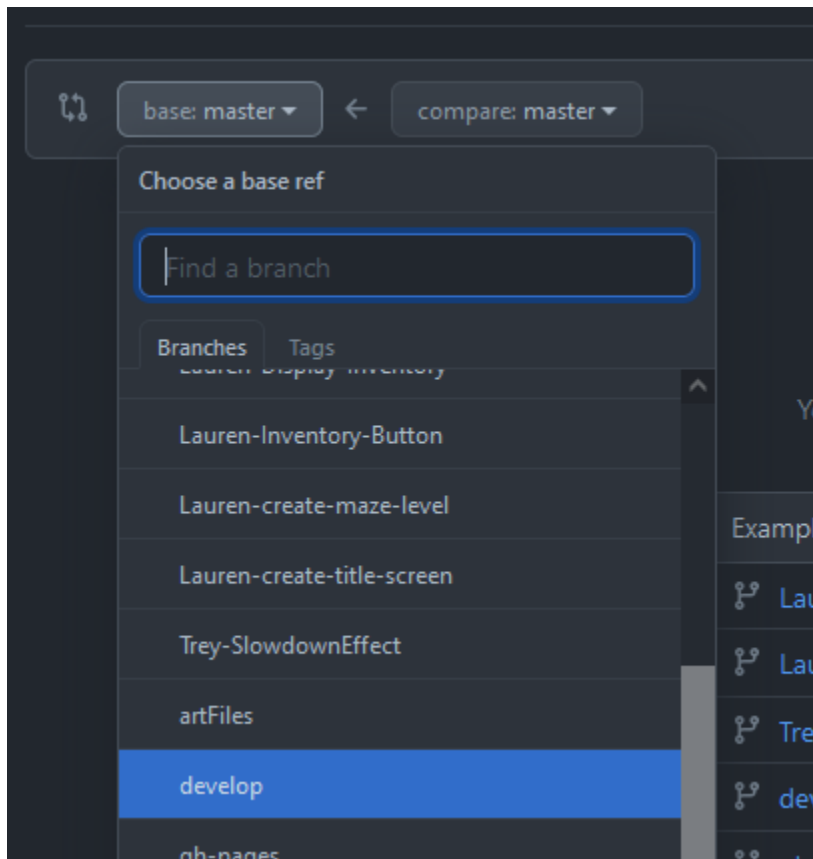
Click new pull request



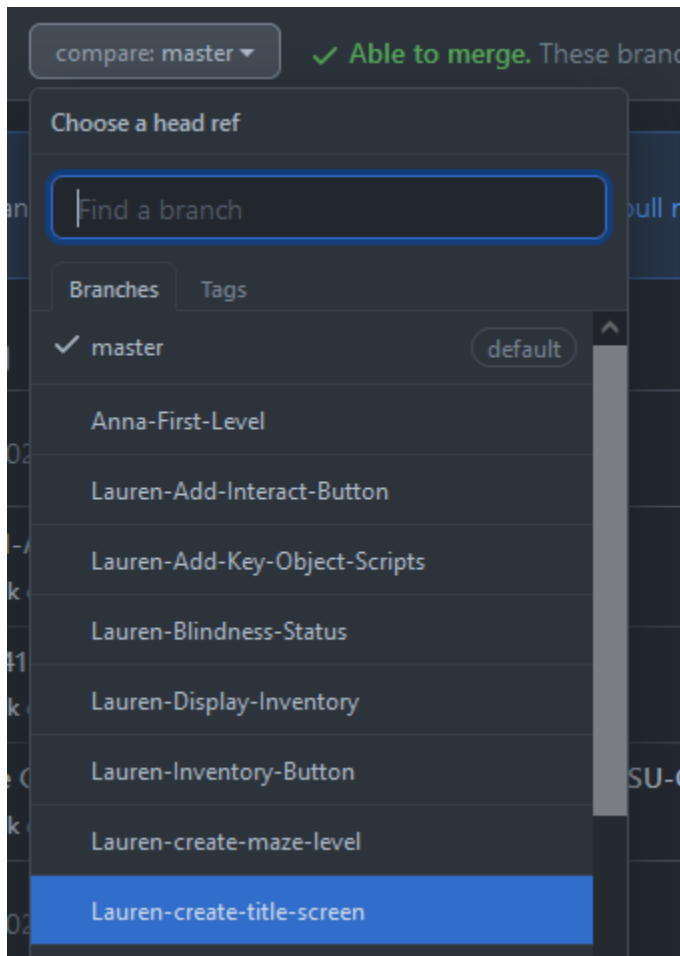
Change the base repository to Lauren-Vanderklok/GVSU-CIS641-Android-Game



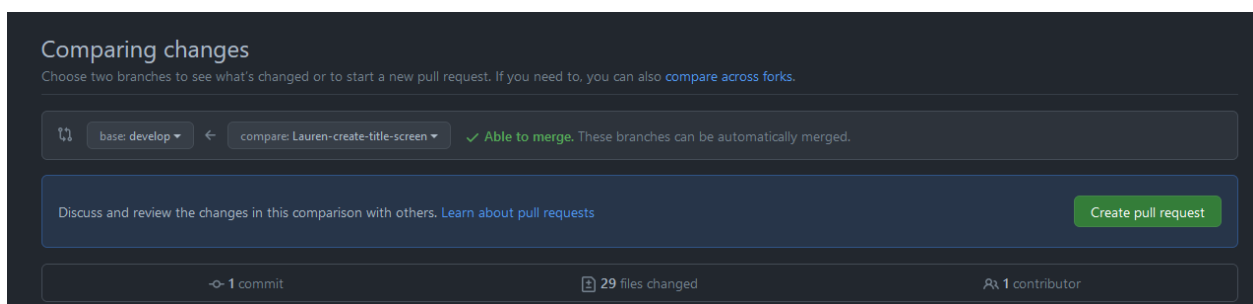
Change the base branch to develop



Change the compare branch to your branch




Click Create pull request



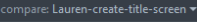
Click create pull request again

Open a pull request


Create a new pull request by comparing changes across two branches. If you need to, you can also [compare across forks](#).

base: develop

←

compare: Lauren-create-title-screen










✓ Able to merge. These branches can be automatically merged.




Added a placeholder title because we dont have one yet. Added script ...

Write

Preview

H B I         

...to switch between scenes.

Attach files by dragging & dropping, selecting or pasting them. 

Create pull request

Reviewers

No reviews

Assignees

No one—assign yourself

Labels

None yet

Projects

None yet

Milestone

No milestone

Helpful resources

Remember, contributions to this repository should follow our [GitHub Community Guidelines](#).

You are done!