

# GAME DEV CLUB



I feel profoundly elated to be handing out to you the very first task of the game dev club. But before I begin I wish to propose a model for how the assignments are going to be handed out and evaluated.

If you check out the `iiitk-game-dev` organization's main page, you will see that I have initialized a repository called `LearnGameDev`. You will be uploading your assignments in a folder with your name on it. I will dish out tasks, the description's of which will be contained in a PDF in the root directory kind of like this one here. If you have any problems setting git up I will help you all out.

## **TASK 1)**

### **1) Clone the LearnGameDev repository**

**Link :**

**<https://github.com/iiitk-game-dev/LearnGameDev>**

### **2) Create a folder with your name on it and place it in the repository**

### **3) Inside the folder with your name, Create a text file called `confirmation.txt` whose contents say:**

**I “insert name here” am willing to commit a certain amount of my time to game dev**

## 4) Push the repository

Here I will be outlining the procedure you might follow to achieve this. **Please read this if you have absolutely no clue only**

1) Issue the command:

```
$ git clone https://github.com/iiitk-game-dev/LearnGameDev
$ mkdir awesome_dude (If that is your name, but do replace it )
$ cd awesome_dude
$ nano confirmation
Insert your text here
$ cd ..
$ git add .
$ git commit -m "I confirm participation"
$ git remote add origin https://github.com/iiitk-game-dev/LearnGameDev
$ git pull origin master
$ git push origin master
```

Dont worry about the commands. I will send you links over, if you have doubts