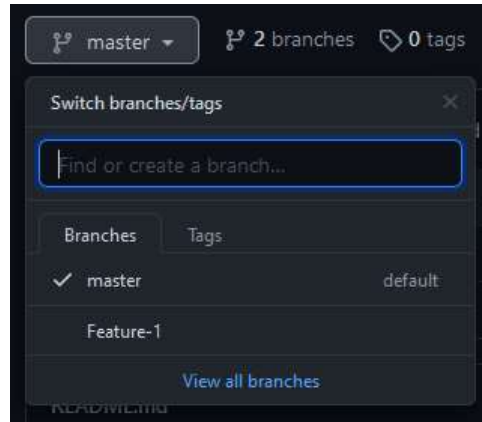
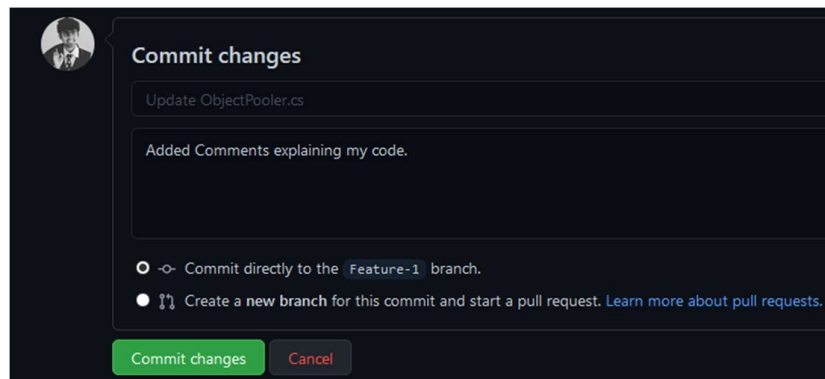


- Video to get started: <https://missing.csail.mit.edu/2020/version-control/>

1. The “master” branch of your Repository is your **MAIN** version. Treat this as your stable version. Each teammate can create their own branch in which they would be working on a copy of the “master” branch, but importantly, no one will be working on the master branch itself.




2. If one of the teammates has a completed a feature and wants to merge it into the master, they would “commit” their changes to their branch.



3. They can create a “pull request” once all the changes to their branch are done. Pull requests let you tell others about changes you have pushed to a branch in a repository on GitHub.

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: master

←

compare: Feature-1










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



Update ObjectPooler.cs

Write

Preview

H B I         

Added Comments explaining my code.

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

Create pull request

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

- Once a pull request is created, you can discuss and review the potential changes with collaborators and add follow-up commits before your changes are merged into the base branch by “merging a pull request”. GitHub also compares the master and your changes and lets you know if there are any conflicts. A conflict would mean that you would have to manually open the file and merge the code.

Filters

is:pr is:open

Labels 9

Milestones 0

New pull request


1 Open 1 Closed

Author Label Projects Milestones Reviews Assignee Sort

Update ObjectPooler.cs


#2 opened 19 seconds ago by RecklessHoggrider96

Add more commits by pushing to the **Feature-1** branch on **RecklessHoggrider96/Event-Manager-and-Object-Pooler-in-Unity**.



Continuous integration has not been set up

GitHub Actions and several other apps can be used to automatically catch bugs and enforce style.




This branch has no conflicts with the base branch

Merging can be performed automatically.

Merge pull request

You can also open this in GitHub Desktop or view command line instructions.



Pull request successfully merged and closed

You're all set—the **Feature-1** branch can be safely deleted.

Delete branch