

# How To Add An Existing Unity Project To Github

Objective: Add Existing Unity Project To Github using Git Commands



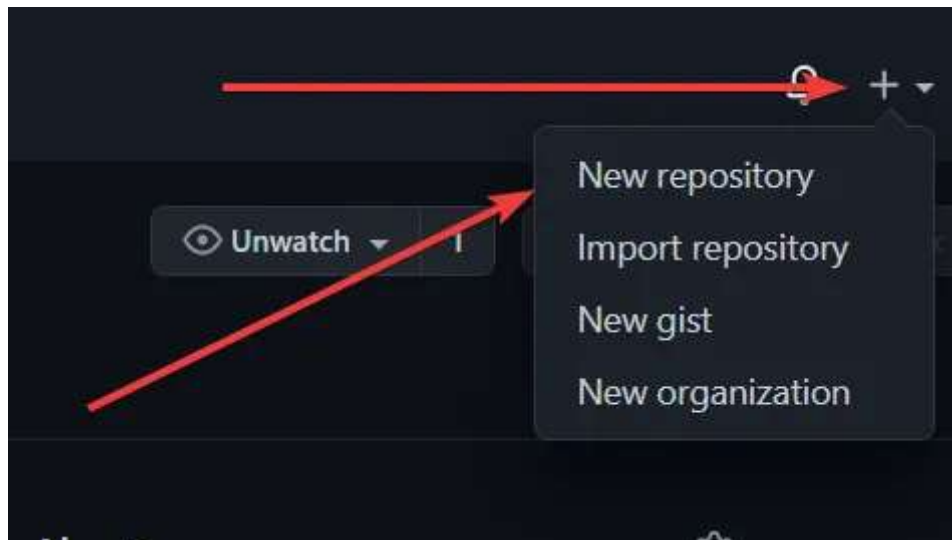
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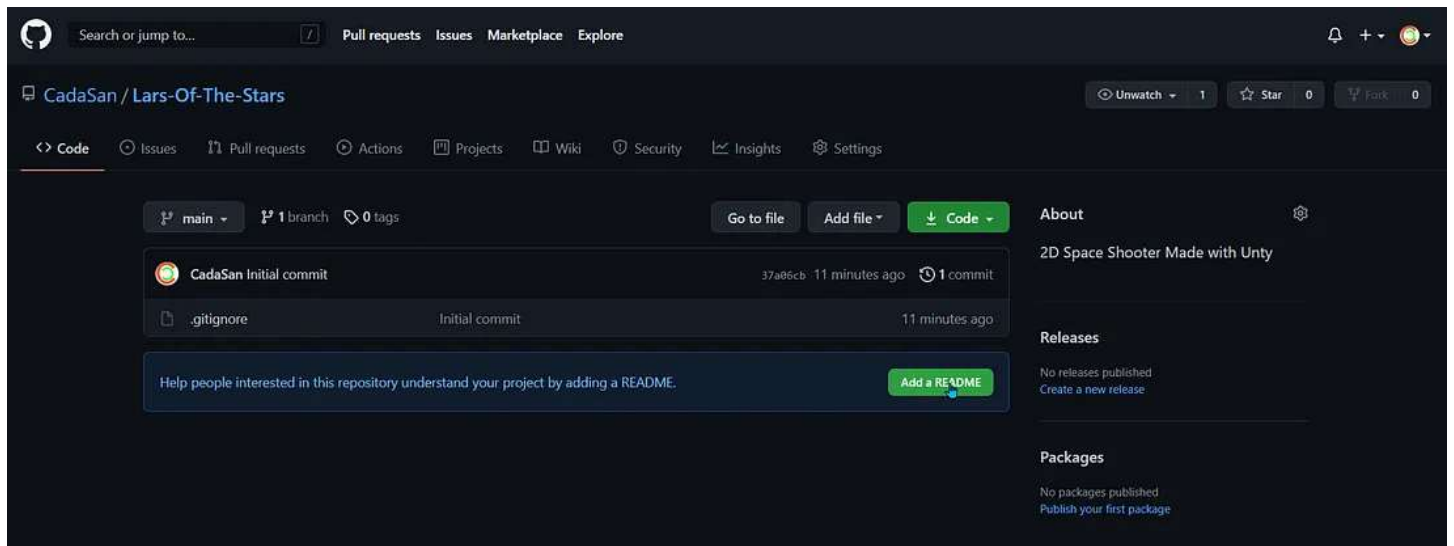
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## Create A Repo On GitHub



First you need to create a repository on GitHub. Name it whatever you like and give it a description. See my example below:



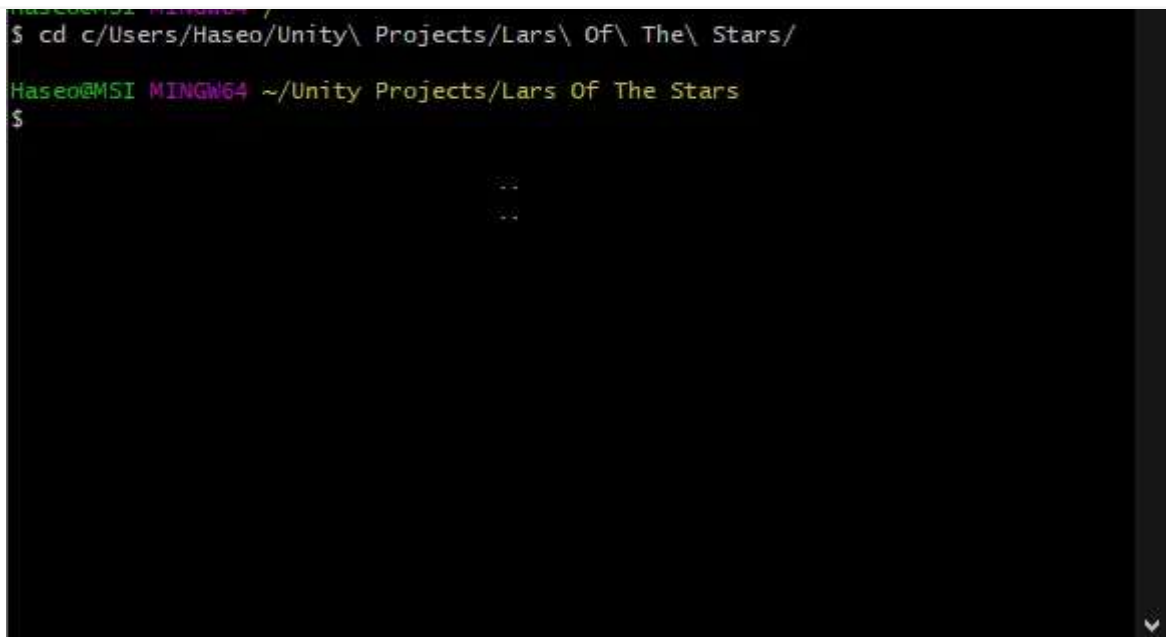
## Upload Existing Project To Newly Created Repo

Navigate to your directory on your computer using the console (I use Git Bash). You would use the command line to `cd` (Change Directory) into the directory.

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Once in the directory of your existing project proceed to execute the following commands below:

### Initialize Git (Version Control)

*git init*

### Create a .gitignore File for Unity

*vi .gitignore*

You can find the latest gitignore content for Unity here:


<https://github.com/github/gitignore/blob/master/Unity.gitignore>

Copy and paste the syntax into the console and then type the following to close the creation of the gitignore file.

*:wq*

### Add All Your Files To Be Monitored

*git add .*



```
MINGW64:/c/Users/Haseo/Unity Projects/Lars Of The Stars

Haseo@MSI MINGW64 /
$ cd /c/Users/Haseo/Unity\ Projects\Lars\ Of\ The\ Stars/

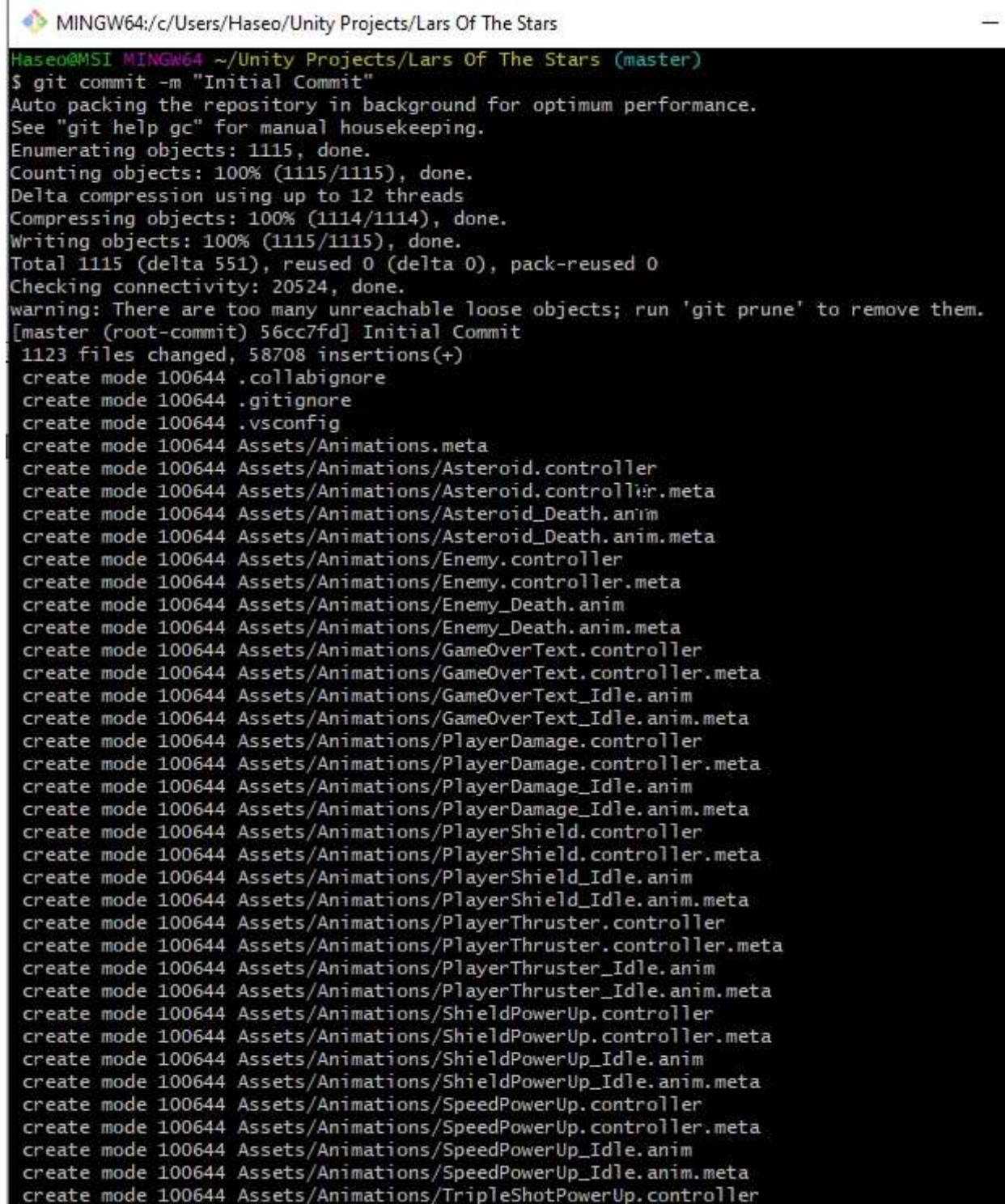
Haseo@MSI MINGW64 ~/Unity Projects/Lars Of The Stars (master)
$ git init
Reinitialized existing Git repository in C:/Users/Haseo/Unity Projects/Lars Of T
he Stars/.git/

Haseo@MSI MINGW64 ~/Unity Projects/Lars Of The Stars (master)
$ vi .gitignore

Haseo@MSI MINGW64 ~/Unity Projects/Lars Of The Stars (master)
$ git add .
```

### Commit All Your Files With A Note

*git commit -m "Initial Commit"*



```

MINGW64:/c:/Users/Haseo/Unity Projects/Lars Of The Stars
Haseo@MSI MINGW64 ~/Unity Projects/Lars Of The Stars (master)
$ git commit -m "Initial Commit"
Auto packing the repository in background for optimum performance.
See "git help gc" for manual housekeeping.
Enumerating objects: 1115, done.
Counting objects: 100% (1115/1115), done.
Delta compression using up to 12 threads
Compressing objects: 100% (1114/1114), done.
Writing objects: 100% (1115/1115), done.
Total 1115 (delta 551), reused 0 (delta 0), pack-reused 0
Checking connectivity: 20524, done.
warning: There are too many unreachable loose objects; run 'git prune' to remove them.
[master (root-commit) 56cc7fd] Initial Commit
 1123 files changed, 58708 insertions(+)
 create mode 100644 .collabignore
 create mode 100644 .gitignore
 create mode 100644 .vsconfig
 create mode 100644 Assets/Animations.meta
 create mode 100644 Assets/Animations/Asteroid.controller
 create mode 100644 Assets/Animations/Asteroid.controller.meta
 create mode 100644 Assets/Animations/Asteroid_Death.anim
 create mode 100644 Assets/Animations/Asteroid_Death.anim.meta
 create mode 100644 Assets/Animations/Enemy.controller
 create mode 100644 Assets/Animations/Enemy.controller.meta
 create mode 100644 Assets/Animations/Enemy_Death.anim
 create mode 100644 Assets/Animations/Enemy_Death.anim.meta
 create mode 100644 Assets/Animations/GameOverText.controller
 create mode 100644 Assets/Animations/GameOverText.controller.meta
 create mode 100644 Assets/Animations/GameOverText_Idle.anim
 create mode 100644 Assets/Animations/GameOverText_Idle.anim.meta
 create mode 100644 Assets/Animations/PlayerDamage.controller
 create mode 100644 Assets/Animations/PlayerDamage.controller.meta
 create mode 100644 Assets/Animations/PlayerDamage_Idle.anim
 create mode 100644 Assets/Animations/PlayerDamage_Idle.anim.meta
 create mode 100644 Assets/Animations/PlayerShield.controller
 create mode 100644 Assets/Animations/PlayerShield.controller.meta
 create mode 100644 Assets/Animations/PlayerShield_Idle.anim
 create mode 100644 Assets/Animations/PlayerShield_Idle.anim.meta
 create mode 100644 Assets/Animations/PlayerThruster.controller
 create mode 100644 Assets/Animations/PlayerThruster.controller.meta
 create mode 100644 Assets/Animations/PlayerThruster_Idle.anim
 create mode 100644 Assets/Animations/PlayerThruster_Idle.anim.meta
 create mode 100644 Assets/Animations/ShieldPowerUp.controller
 create mode 100644 Assets/Animations/ShieldPowerUp.controller.meta
 create mode 100644 Assets/Animations/ShieldPowerUp_Idle.anim
 create mode 100644 Assets/Animations/ShieldPowerUp_Idle.anim.meta
 create mode 100644 Assets/Animations/SpeedPowerUp.controller
 create mode 100644 Assets/Animations/SpeedPowerUp.controller.meta
 create mode 100644 Assets/Animations/SpeedPowerUp_Idle.anim
 create mode 100644 Assets/Animations/SpeedPowerUp_Idle.anim.meta
 create mode 100644 Assets/Animations/TripleShotPowerUp.controller

```

## Point Git To Your Existing Repo URL

*git remote add origin <project url on github>*

## Verify That Your Repo Is Connected

*git remote -v*

## Push Changes To GitHub Repo

*git push origin master*

That's it! Your Existing Unity Project Should now be uploaded to your GitHub repo. This would also work the same way if you use another repo services such as Bitbucket.

Game Development

Git

Github

Made With Unity

Unity



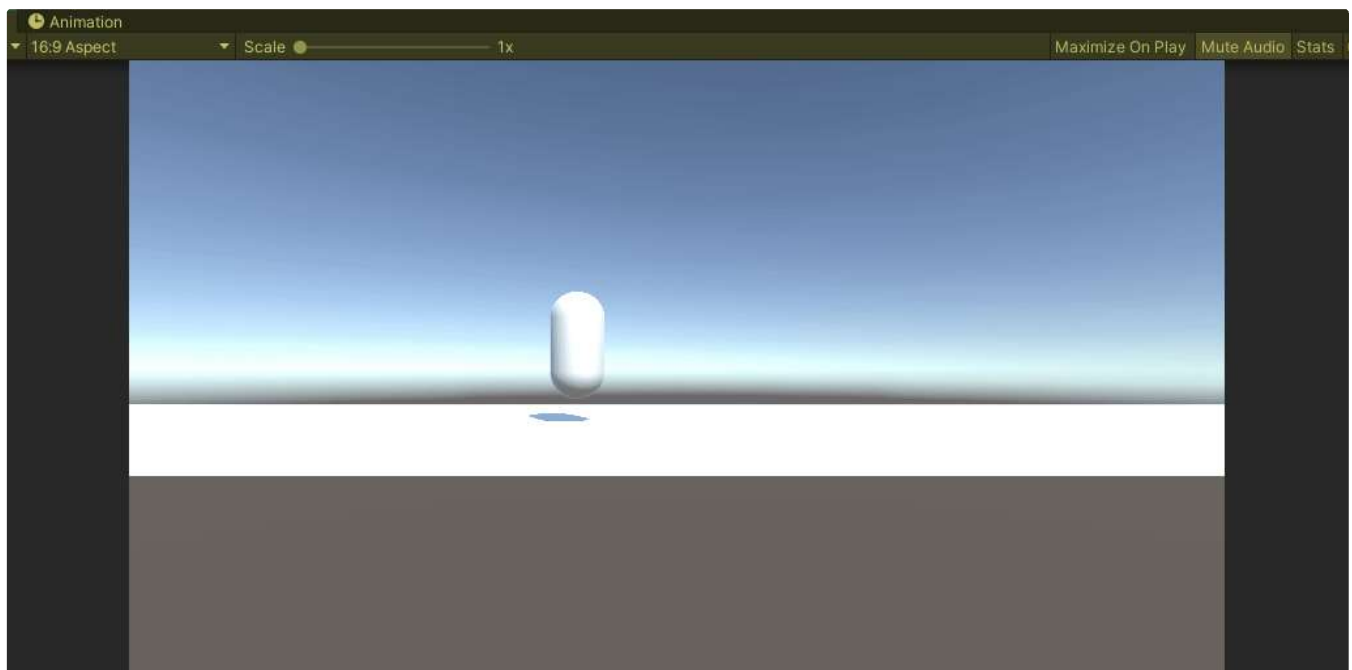
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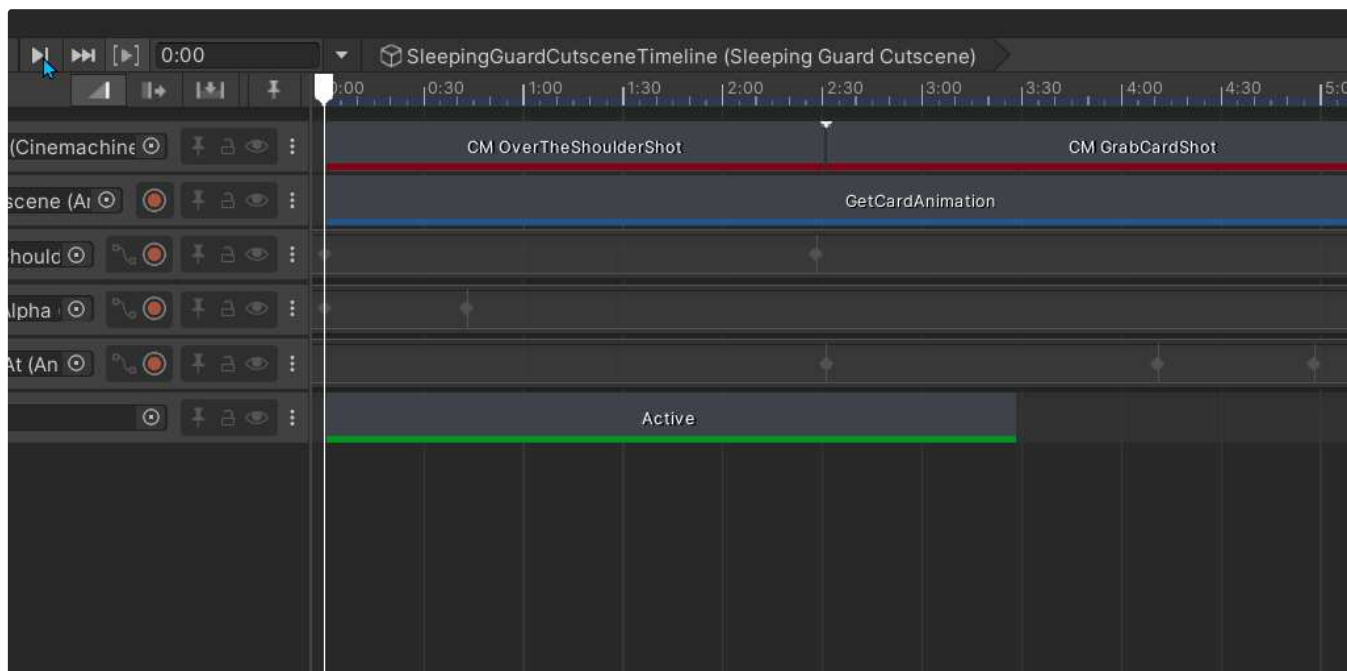
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