# gitignore, structure:

**Why this .gitignore works:**

* **Excludes Godot's .import/ folder** → keeps your repo clean since Godot regenerates these automatically.
* **Ignores export builds** like .exe, .apk, .pck so your repo doesn’t get bloated.
* **Excludes editor-specific settings** so your collaborators (or future you) won’t get mismatched configs.
* **Keeps only essential project files**: .tscn, .gd, .png, .wav, etc. — perfect for clean version control.