

## ChaoticChess GitHub Workflow Guide (HTTPS)

### 0) Start of a session

```
cd C:\Users\Chandler\Documents\ChaoticChess
```

```
git pull # get anything new from GitHub first
```

```
git status # see what's changed locally
```

### 1) Make changes

- Edit files in Godot / your editor.

- Test locally.

### 2) Stage & commit

```
git add -A # stage all edits, new files, deletes
```

```
git commit -m "Explain what you changed"
```

### 3) Publish

```
git push # pushes to origin/main (upstream already set)
```

Optional: feature branches (cleaner history)

```
git checkout -b feat/pawn-promotion
```

```
# do work...
```

```
git add -A
```

```
git commit -m "Implement pawn promotion"
```

```
git push -u origin feat/pawn-promotion
```

Open a Pull Request on GitHub → review/merge → then:

```
git checkout main
```

```
git pull
```

```
git branch -d feat/pawn-promotion
```

```
git push origin --delete feat/pawn-promotion
```

Sync after using GitHub website

```
git checkout main
```

```
git pull
```

Fix common hiccups

Accidentally committed build artifacts / .import/

Add/update .gitignore, then:

```
git rm -r --cached .import .export .cache
```

```
git add .gitignore
```

```
git commit -m "Clean repo & add .gitignore"
```

```
git push
```

Auth prompts every push (Windows):

```
git config --global credential.helper manager
```

“rejected” because remote changed:

```
git pull --rebase
```

```
# resolve any conflicts if asked, then:
```

```
git push
```

```
Tag a milestone/release (optional)
```

```
git tag -a v0.1 -m "ChaoticChess MVP"
```

```
git push origin v0.1
```