1. Go to github.com
2. Sign in
3. Top right corner, click on the cross and select “New repository”
4. Fink “Initialize this repository with a README”
5. Click on “Add .gitignore” and select ”UnrealEngine”
6. Click on “Create repository”
7. Go to SourceTree
8. Click on “Clone/New”
9. Click on the browser icon and select your repository
10. Choose your destination path and click on “Clone”

You can edit the README file with the following link: <https://daringfireball.net/projects/markdown/basics>