Intro

# Github repository

1. Go to github.com and sign in.

2. Top right corner, click on the cross and select “New Repository”.

3. Choose “Initialize this repository with a README”.

4. Click on “Add .gitignore” and select “UnrealEngine”.

5. Click on “Create Repository”.

6. Go to SourceTree and click on “Clone/New”.

7. Click on the browser icon and select your repository.

8. Choose your destination path and click on “Clone”.

Move your .gitignore file in your Unreal project map.

Add the following line in the .gitignore file.

\*.VC.db