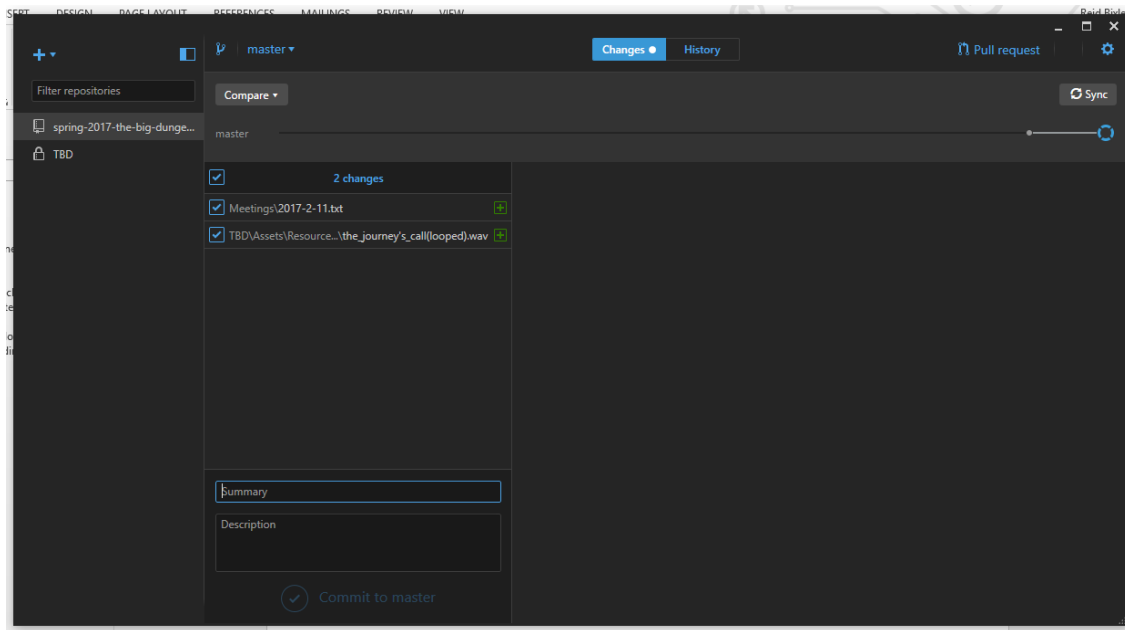
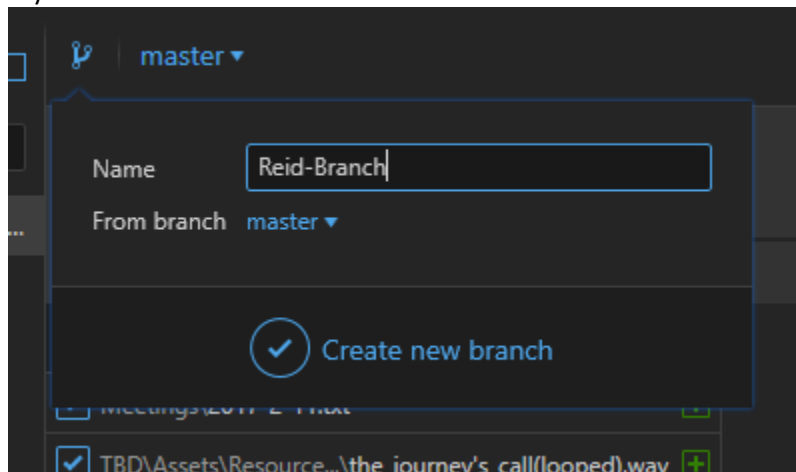


1. **Save all changes in Unity (including scenes, prefabs, etc.);** then open Github for Desktop

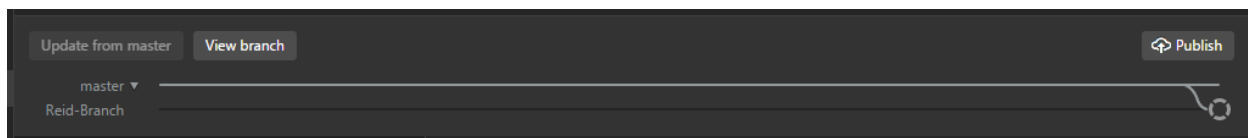


In the left-most column, make sure that you are in the correct repository (spring-2017-the-big-dungeon). In the next column you should see the changes that you have done so far and by clicking on those changes you can see what changed more in-depth in the right-most column.

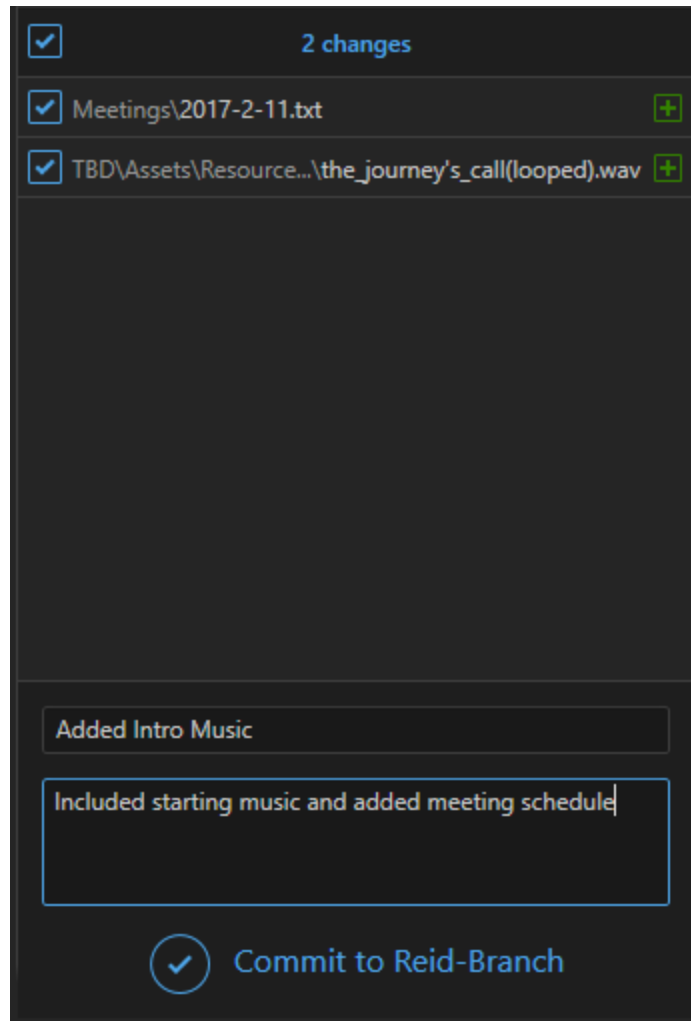
2. Create a new branch by clicking the weird U shaped icon in the top left. Name the branch based off of what changes you made and intend to merge. Finally, Create the new branch to create the branch locally.



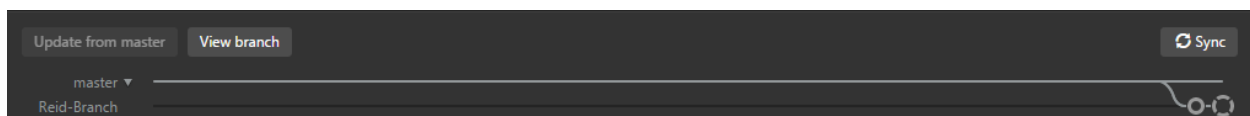
3. With the new branch created, it will be 'branched' off from master in the diagram. You should publish the branch by clicking the Publish button in the top left of the screen. This will make the branch public.



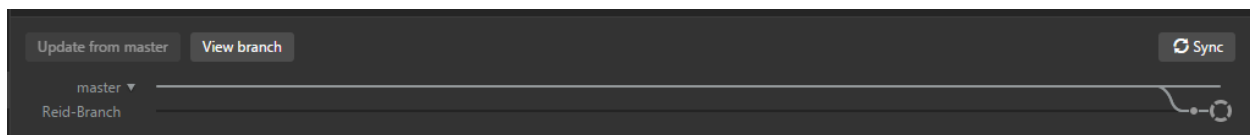
- Now you should title your commit and give it a description of what changes were implemented (doesn't have to be too long). Once you are satisfied, click Commit to [Branch-Name].



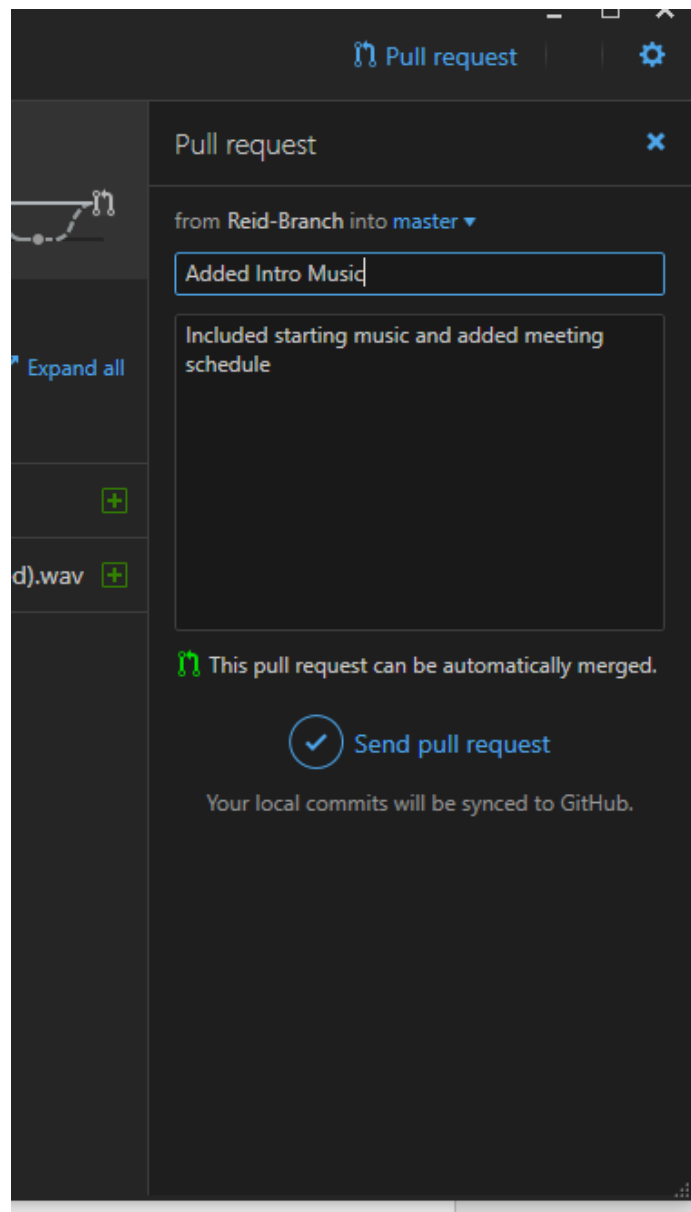
- Once committed, you will be able to see a new circle added to the branch in the diagram. You can now Sync the changes to the branch (so others can get the changes as well).



- Once synced, the most recent open circle will become a dot meaning that your local commit joined the public repository.



7. Finally, you must submit a Pull Request by clicking the 'Pull request' button in the top right. You should give a name similar to the commit name (or the same), but if you are merging multiple commits try to give it a name that sums up all of them. Once done, click Send pull request.



You are now done with committing your changes to the main branch. Once approved by Reid or a team lead, your changes will be moved into the main branch.