COLLABORATION USING GITHUB

-ADDITIONAL TASK

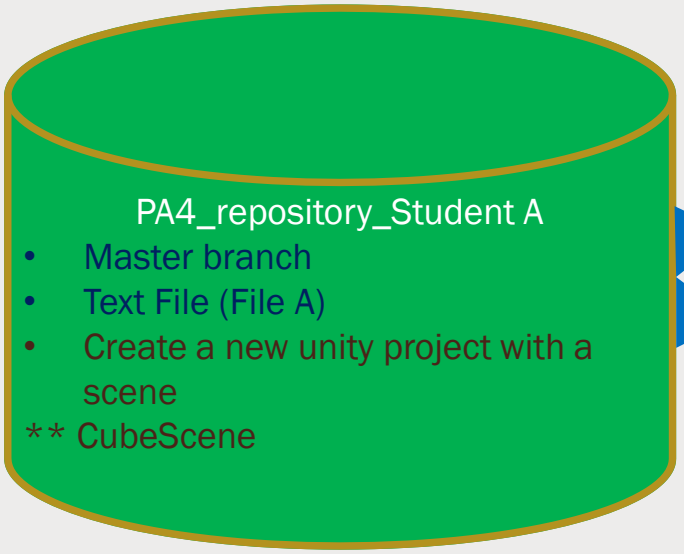
By end of this lab

- Student will understand the basics of
  - *Integration using GITHUB version control*

To complete this lab, you need

- PC
- GitHub Desktop client
- GIT Cloud account

Scenario 1



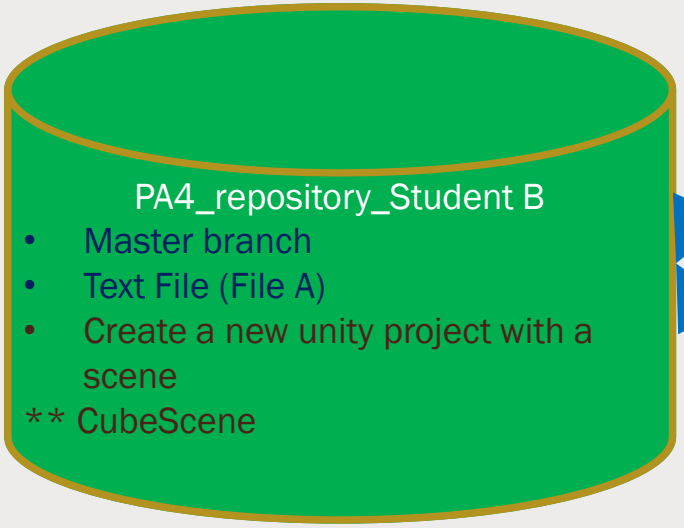
Student A
(Owner)

- Open the repository created
- Create the unity project inside the repository
- Give access to Student B
- Merge contents from Version1 (created by student B) to Master

Student B
(Collaborator)

- Access to the repository through desktop client
- Create another branch – Version 2
- Update the unity project file with Loading Scene

Scenario 2



Student B
(Owner)

- Open the repository created
- Create the unity project inside the repository
- Give access to Student A
- Merge contents from Version1 (created by student A) to Master

Student A
(Collaborator)

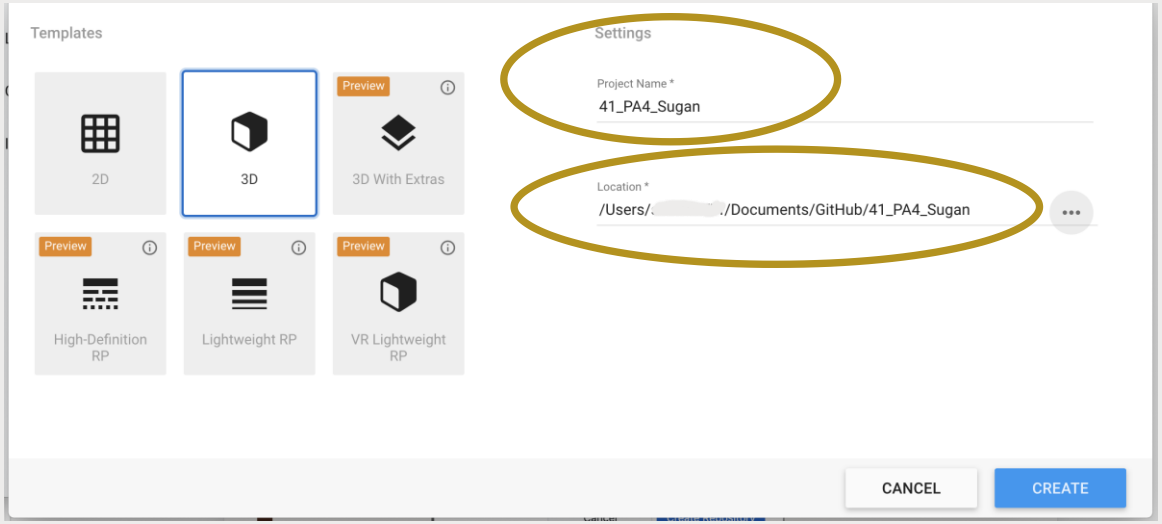
- Access to the repository through desktop client
- Create another branch – Version 2
- Update the unity project file with Loading Scene

Forming a team (2 members)

- Team will be the same as previous PA4 lab

Step 1 : Student A and Student B (Open IndexNumber_PA4_YourName repository)

- Access to GitHub client
- Launch the unity project and save it as inside the repository OR in your own unity projects directory(*Working Directory*). Verify the path
- Save the unity project as **IndexNumber_YourName_PA4**



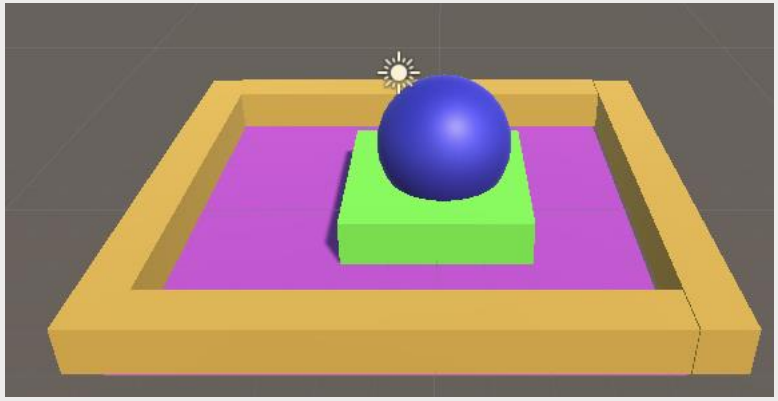
Step 2 : Unity project

- Create three folders:
  - **Materials**
  - **Scenes**
  - **Scripts**
- Create a new scene and save it as **CubeScene**

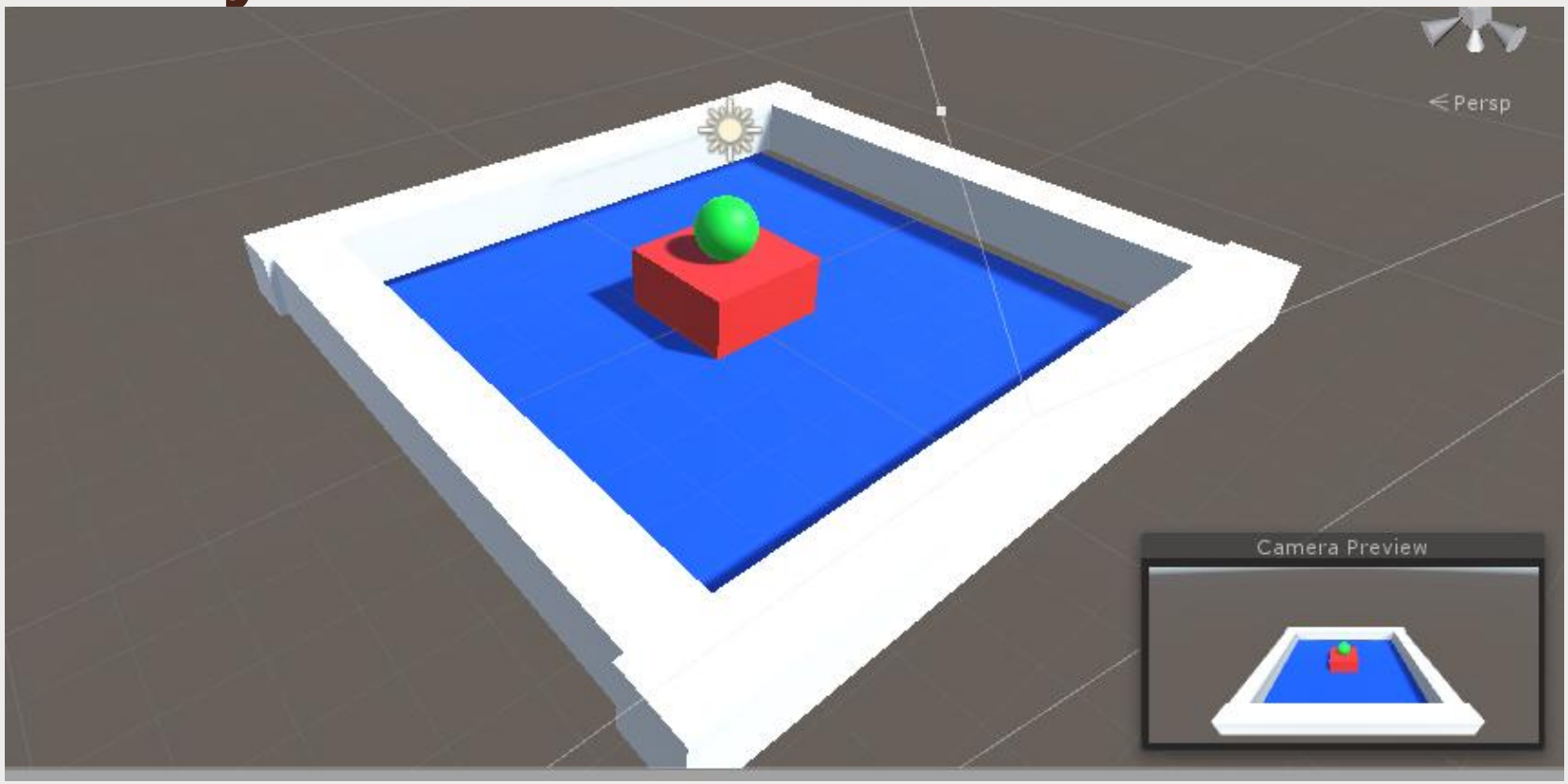
Step 3 : Unity project

- Create a simple environment
- 3D objects used :
  - *Plane*
  - *Cube*
  - *Sphere*

Reference image :



Step 4 : Capture and paste a screenshot below of the environment, you created from Unity

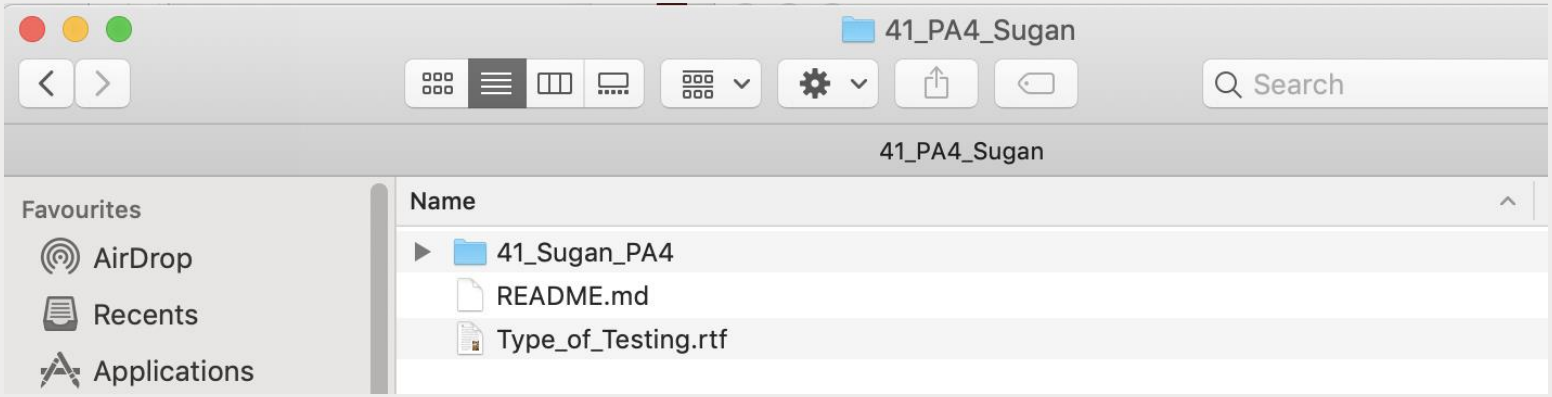


Step 5 : Create a simple C# script

- Create a new C# script to rotate the sphere over the cube.
- Please refer to the demo by your Lecturer

Step 6 : Push the unity project to the repository and publish

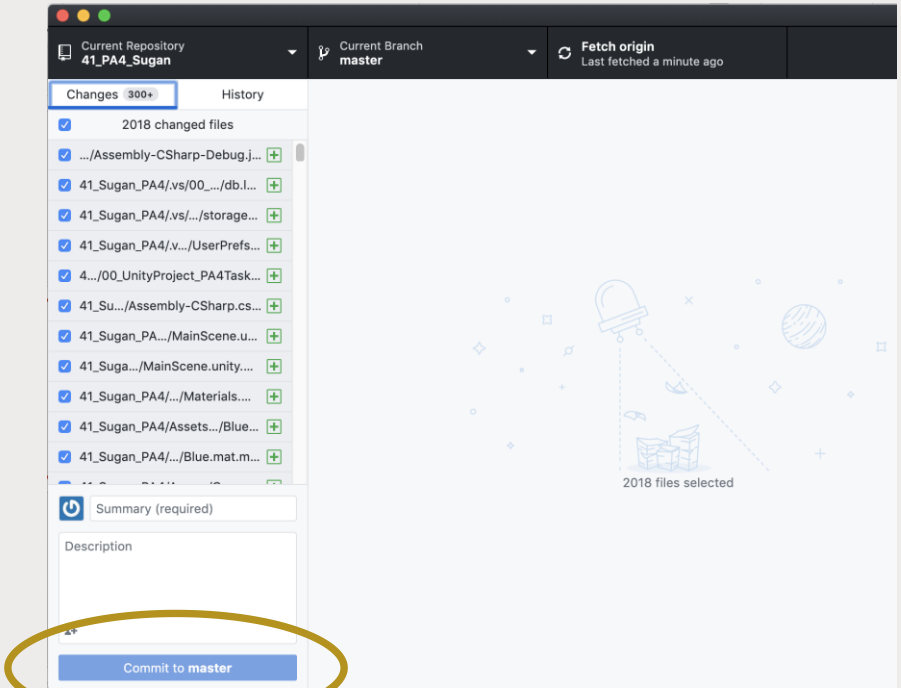
- Move the unity project from working directory to the repository folder.



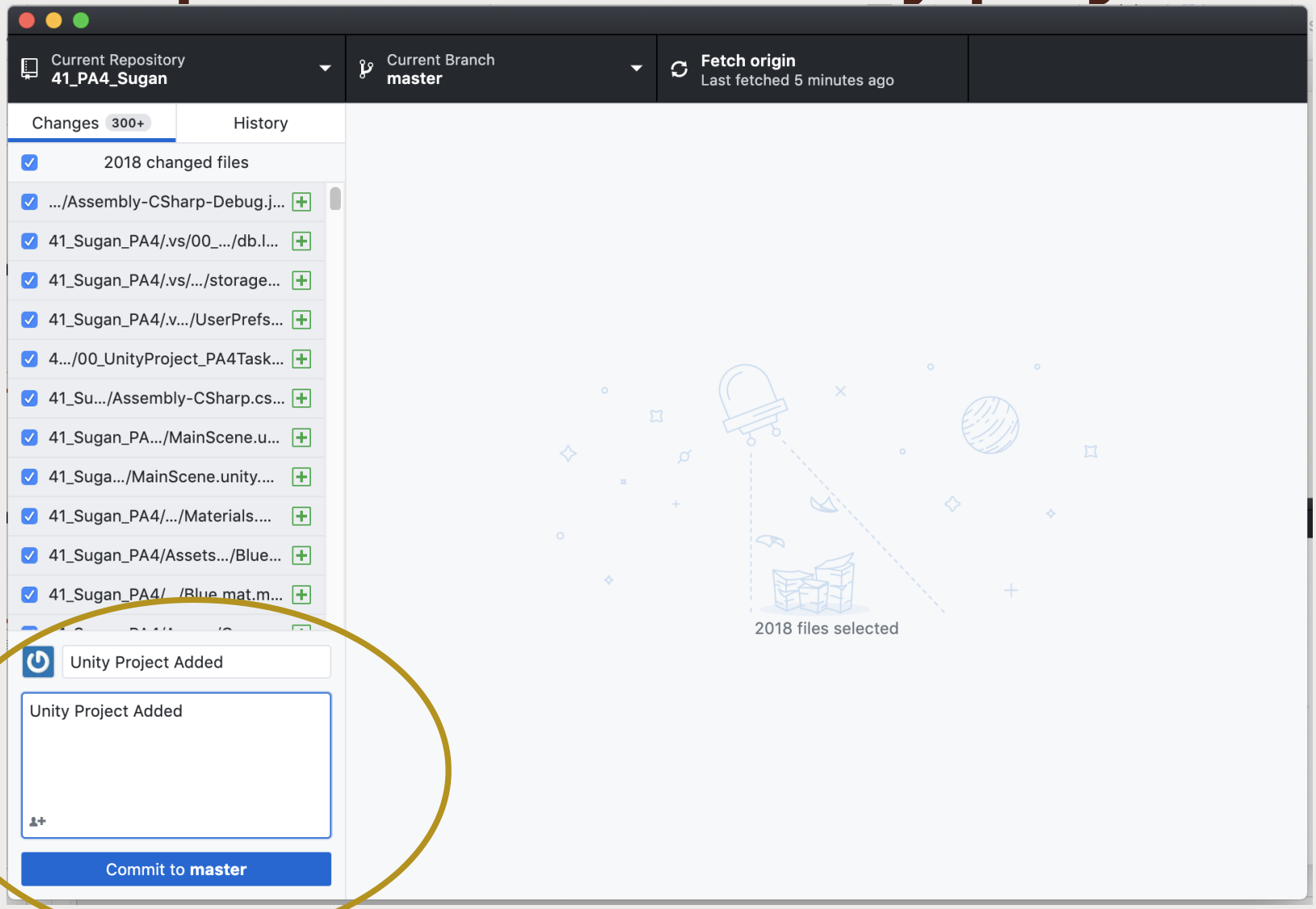
Step 6 : Push the unity project to the repository and publish

- Commit the unity project with a message to Version 1 branch
- Message : Added a unity project
- Push the contents to GitHub cloud
- Create a pull request

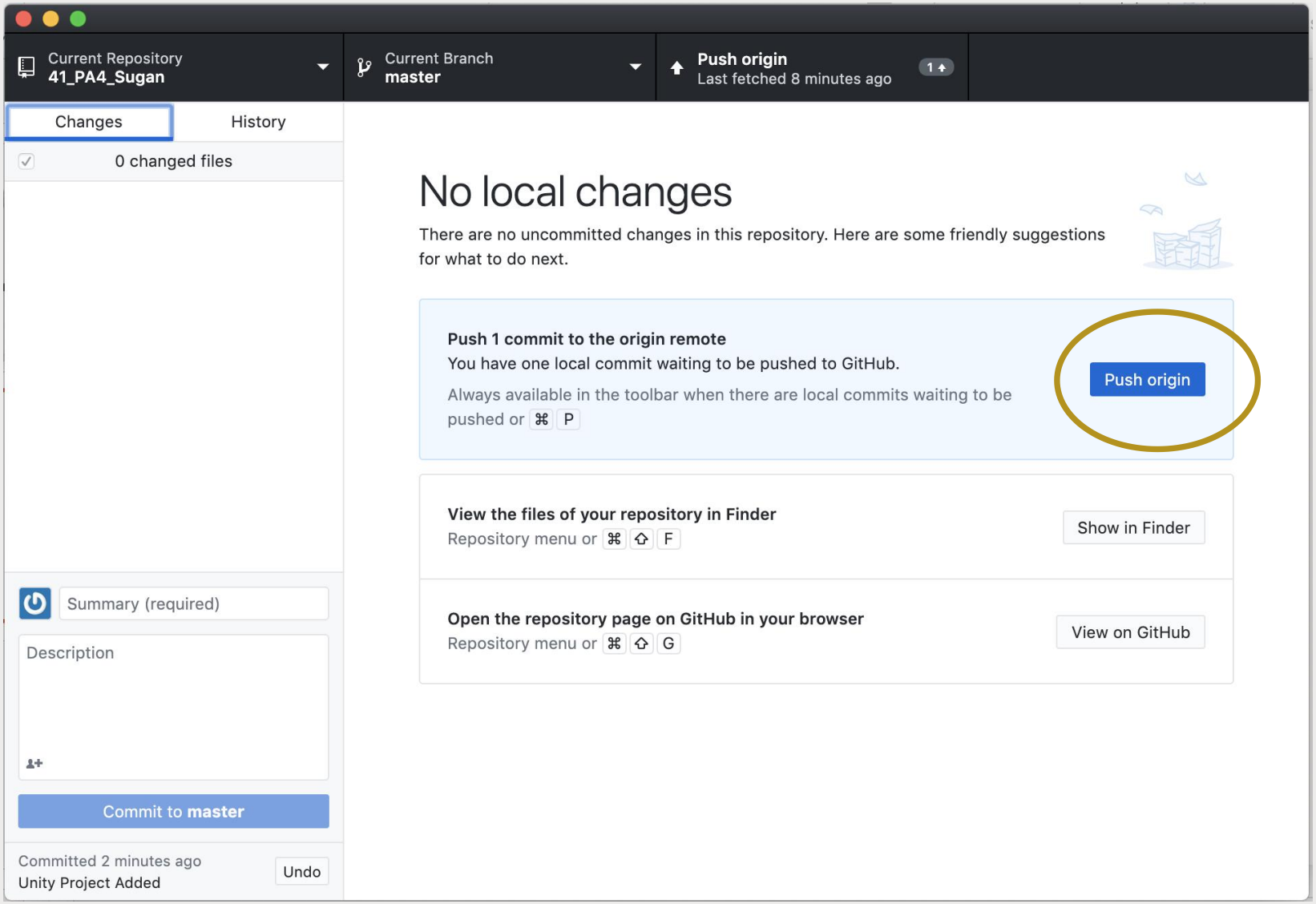
Reference image from history:



Step 6 : Push the unity project

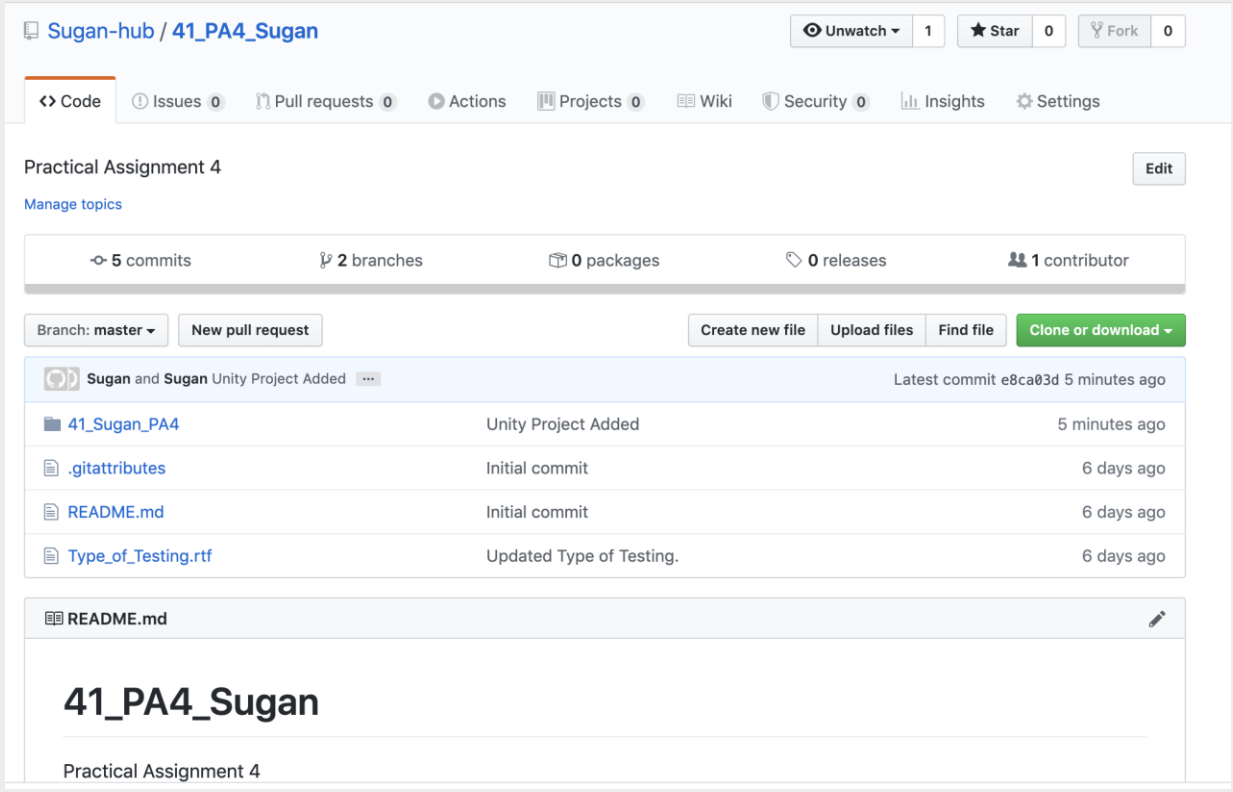


Step 6 : Push the unity project



Step 7 : Verify GitHub Cloud

- Verify in GitHub cloud for the unity project created
- Merge the contents from Version 1 branch to Master

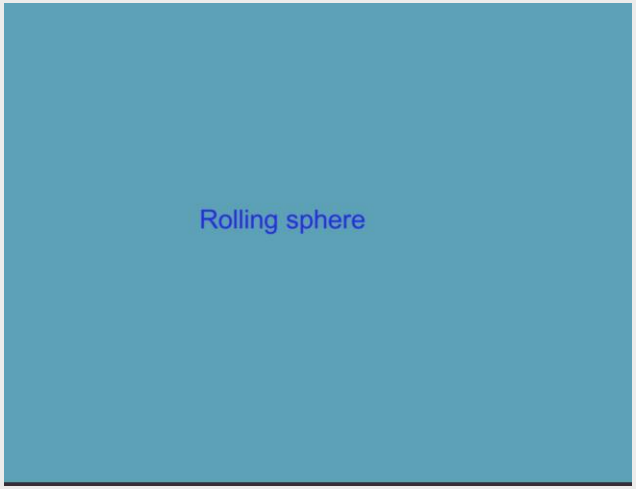


Step 8 : Inform your collaborator about the changes (Student A/Student B)

- Collaborator access the repository
  - *Student A access Student B's repository*
  - *Student B access Student A's repository*
- Use the client and pull the updates (fetch Origin) from the repository
- If the above step doesn't work, please clone the repository
- Verify the Unity project

Step 9 : Access to unity project

- Open the Unity project
- Create a new scene > MainScene
- Add in Label Text for a suitable label
- Add in a simple script, to load the CubeScene after 1 second
- Test the unity project
- Save and close the unity project



Step 10 : Save the project and push in the updates

- Create a new branch > Version 2
- Commit the changes to Version 2 branch
- Push the contents to GitHub cloud

Step 10 : Save the project and push in the updates

- Create a new branch > Version 2
- Commit the changes to Version 2 branch.Add in a commit message.
- Push the contents to GitHub cloud
- Verify the contents in GitHub Cloud
- Inform your team member

Step 11 : Team member access the repository

- Access to your owner repository
- Access to the contents of version 2 branch
- Verify the unity project for the updates
- Merge the master branch and version 2 branch
- Test the unity project

Step 12 :Copy and paste URL (your repository) for submission

- https://github.com/Rxyyxxn/18_Rayyan_PA04

Step 13 :Submission

- Save this PPT slides as pdf
- Save it as IndexNumber_YourName_PA4_practice
- Upload to Myconnexion