

Instructions on how to use Git for PSEC WeeAdventure

The following describes how to use Git to obtain the files for WeeAdventure on Github.

1. Install Git on your system.

Mac:

Git is installed by default so there is nothing you need to do.

Windows:

Install git for windows. Go to the following URL:

<https://git-for-windows.github.io>

Download and install the application.

2. If you have not already downloaded the current files on Github, please follow these instructions.

Mac:

- Open a Terminal window.

- Create a directory for the local repository by typing:

```
mkdir PSEC
```

This will create a directory called PSEC. This should be in your home directory.

- Change directory to PSEC

```
cd PSEC
```

- Clone the remote repository on Github:

```
git clone https://github.com/SierraPSEC/WeeAdventure.git
```

- You should now see the directory WeeAdventure. Type:

```
ls
```

- Change directories to WeeAdventure: Type:

```
cd WeeAdventure
```

- You should now see the files from the WeeAdventure repository.

```
ls
```

Windows:

- Open a GitBash window. GitBash was installed from git-for-windows.

- Create a directory for the local repository by typing:

```
mkdir PSEC
```

This will create a directory called PSEC. This should be in your home directory.

- Change directory to PSEC

```
cd PSEC
```

- Clone the remote repository on Github:

```
git clone https://github.com/SierraPSEC/WeeAdventure.git
```

- You should now see the directory WeeAdventure. Type:

```
dir
```

- Change directories to WeeAdventure: Type:

```
cd WeeAdventure
```

- You should now see the files from the WeeAdventure repository.

```
dir
```

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3. If you already have cloned the git repository, change directories to your WeeAdventure directory.

Mac:

- Use the command **cd** to move to the WeeAdventure directory.
- Use the command **ls** to see what is in a directory.
- You know you are in the correct WeeAdventure directory when you see these files:

```
Log.txt
MonsterBattle.py
README.md
TM20160310
```

Windows:

- Use the command **cd** to move to the WeeAdventure directory.
- Use the command **dir** to see what is in a directory.
- You know you are in the correct WeeAdventure directory when you see these files:

```
Log.txt
MonsterBattle.py
README.md
TM20160310
```

4. Configure git with your name and email address.

Mac and Windows:

- You should be in the WeeAdventure directory to start these steps.
- Type this command:

```
git config --list
```

- You will see a lot of information. Look for two lines that start with
user.name=
user.email=

Here is what mine look like:

```
user.name=Tim McGowen
user.email=timatcs@gmail.com
```

- If your name and email address is not correct, use the following commands:

```
git config --global --user.name "Your Name"
git config --global --user.email "your@email"
```

- Check to see that your name and email is correct with this command:

```
git config --list
```

5. You want to create three scenarios using a simple text editor. You can use TextEdit on a Mac or Notepad on Windows. Be sure to save text as simple text. No rtf or doc formatting. Each scenario is in it's own file and should have these three parts:

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- Scenario
 - Describes a situation in our adventure.
 - Describes a game to be played in the adventure.
- Question
 - A scenario should lead to a question.
- Answers
 - A list of possible answers.

Here is a sample scenario:

```
Scenario:
You have started a text based adventure game. You are in a room with a
large computer named WOPR. WOPR speaks to you and says:
ScenarioEnd:

Question:
Shall we play a game?

Answer:
Yes
Goto:
XX20160310

Answer:
no
Goto:
YY20160310
```

6. Copy your scenario files into the WeeAdventure directory.

Mac:

- Use the Finder to copy the files.

Windows:

- Use the Windows File Explorer to copy the files.

7. Add your scenario files to your local repository.

Mac and Windows:

- You need to be in your WeeAdventure directory.
- Check the current status of your local git repository.

git status

- You should see something like this:

```
On branch master
Your branch is up-to-date with 'origin/master'.
Untracked files:
(use "git add <file>..." to include in what will be committed)

TM-new-scenario # You will see the names of your scenarios here

nothing added to commit but untracked files present (use "git add" to track)
```

- You need to stage or add these files to your local repository with this command:

git add .

The command is git. You are using the add feature of git. The dot "." represents the current directory and git will find any new files.

- Now you need to commit your files to the local repository.

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```
git commit -m "Enter a comment here that describes what you are doing"
```

Example:

```
git commit -m "Adding scenario files."
```

- Check the status of your repository using this command:

```
git status
```

You will see a message similar to the following:

```
On branch master
```

```
Your branch is ahead of 'origin/master' by 1 commit.
```

```
(use "git push" to publish your local commits)
```

```
nothing to commit, working directory clean
```

- Check the git log file using the following command:

```
git log
```

Press the space bar to go to the next page of the log or q to quit.

8. Update the remote repository on Github. Your local repository is up-to-date. Now you need to push your changes to the remote repository on Github.

Mac and Windows:

- Push your changes to Github.

```
git push
```

- Go to the Github web site and you should see your files in the WeeAdventure repository.

9. Get updated files from Github.

Mac and Windows:

- Change directory to the location of your WeeAdventure directory.
- Use the following command to pull and changes on the remote repository:

```
git pull
```

10. More Git information:

Please look at the following URL:

<http://gitimmersion.com>