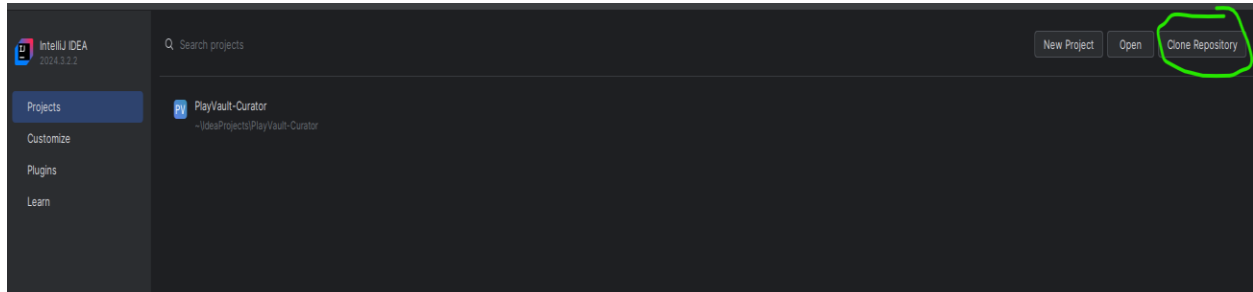
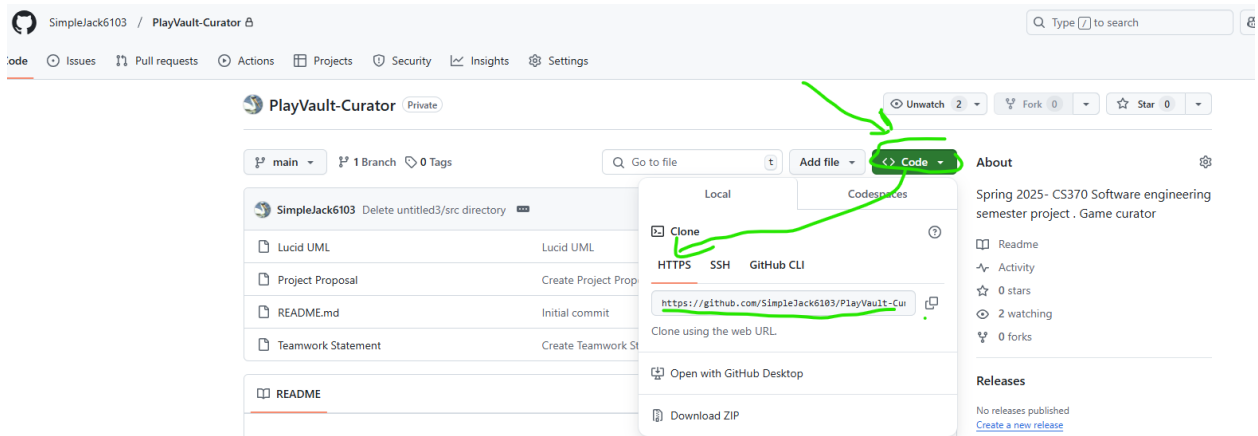


# Connect IntelliJ to Github through JetBrains:

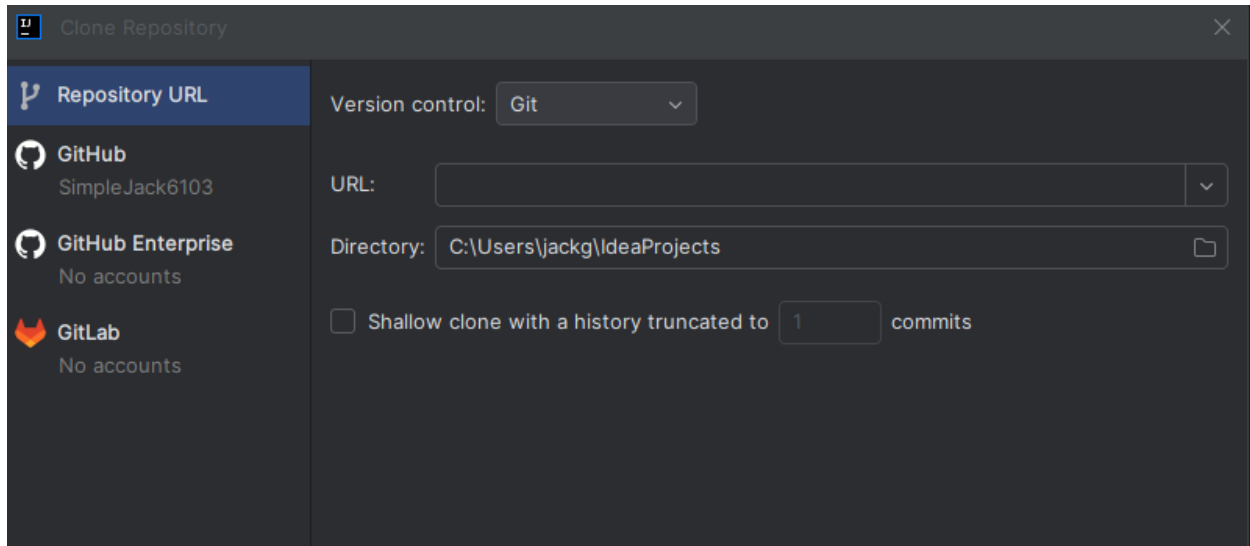
Step 1: When you open repository on the main page select CLONE REPOSITORY



Step 2: In our GitHub repository select Code and under local you will see HTTPS, copy this link to the repository

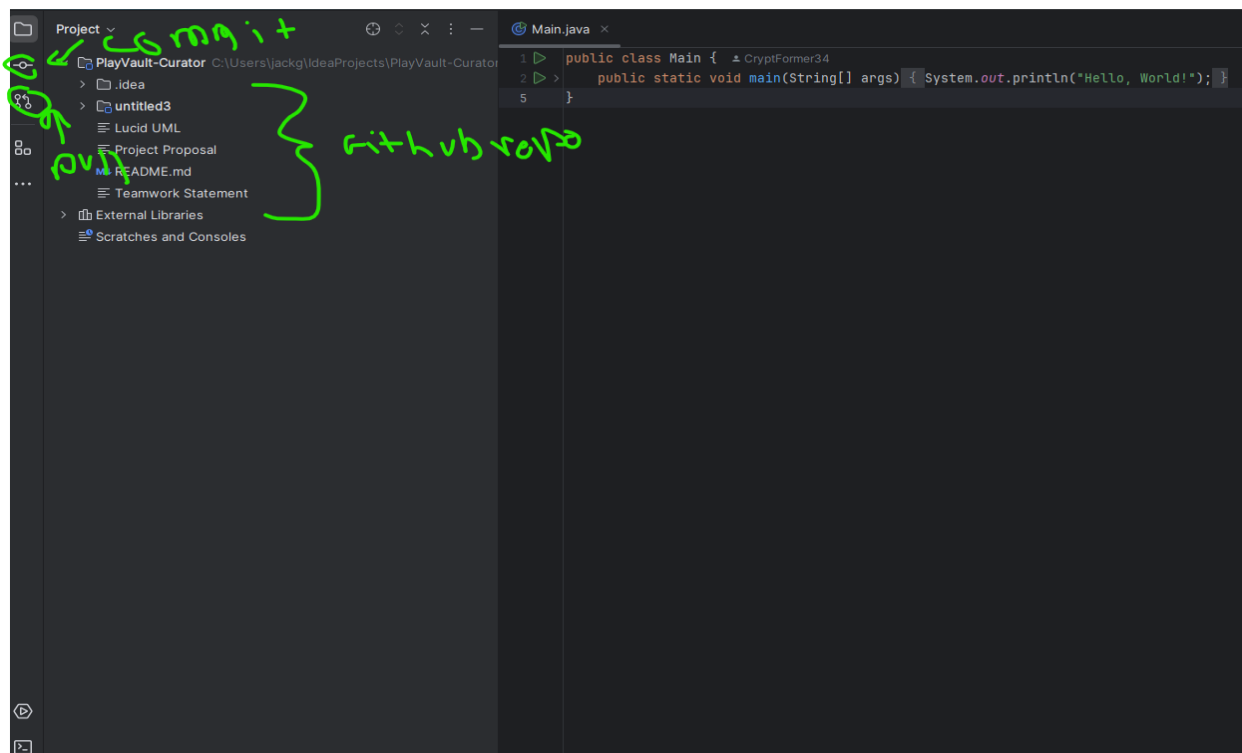


Step 3: Paste URL into IntelliJ and select directory for your own local copy



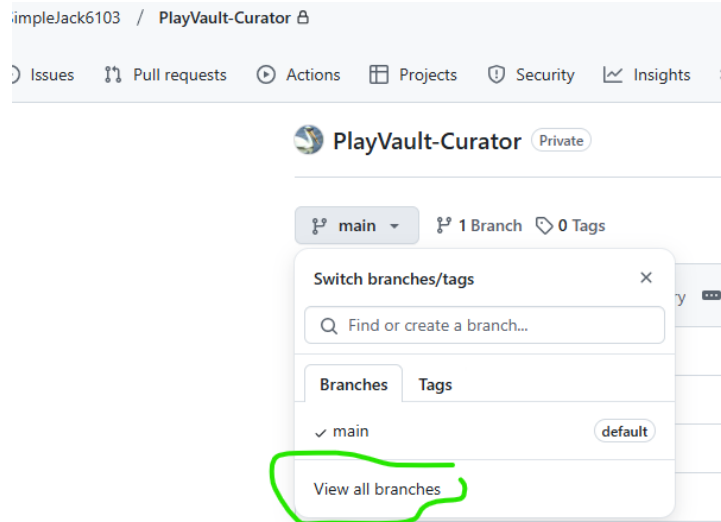
Step 4: I don't have a pic for this, but you will be prompted to enable Jet Brains to connect GitHub to IntelliJ

Step 5: The PlayVault project will open up and you will see an area to code, commit to repository, pull request

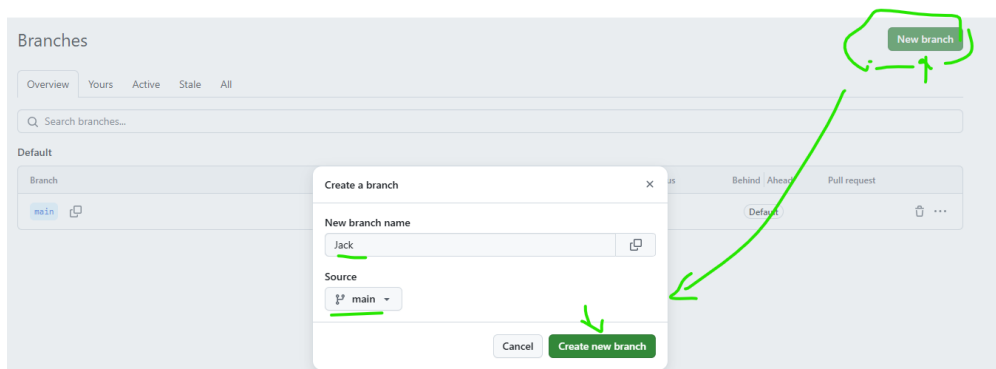


Making a new branch in Github to commit code to:

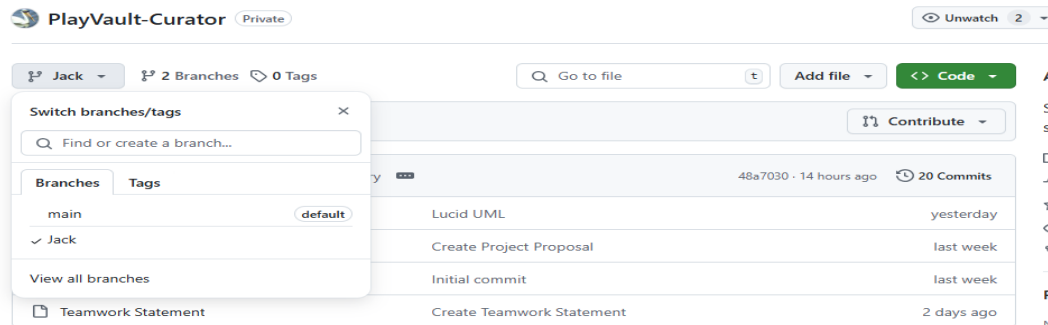
Step 1: click 'view all branches'



Step 2: Select New Branch, type in name of your branch with 'main' as you source branch and create the new branch

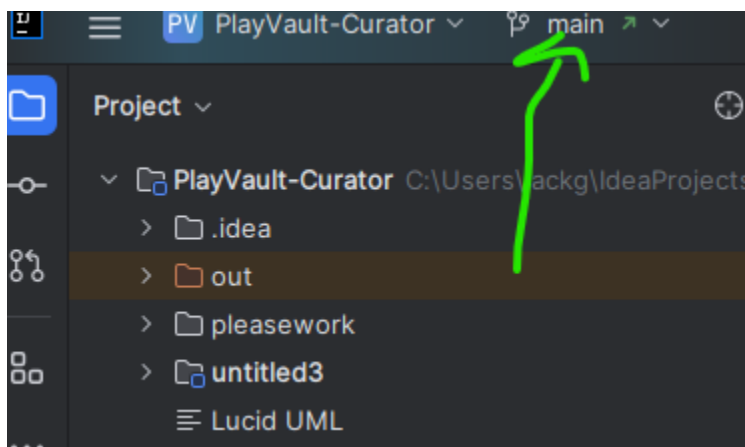


Step 3: you can find your new branch under switch branch/tags to work or look in that directory



Switch between you branch and main in IntelliJ so you can commit to your own branch and not main:

Step 1: you can find your branch in IntelliJ in the top left corner where it says main. Clicking on main will show you your branch in Github



Step 2: unfortunately I can't take a pic of the drop down menu since it disappears on me when I snippit. The drop down menu will have an option to "Check out" the branch you select. This will allow you to switch branches when coding your prototypes before committing to main

Extra Info on IntelliJ:

In the same drop down you will see options to rebase a branchA to another branchB. This means you are copying the commits of one branch to another branch. Try not to do that unless you need to for some reason, it could change the commits seen in main. You will also see A Merge option which you will use to submit your changes to the main project when your prototype gets approved. You can even compare the changes in commits with your current branch and main. We will no longer be doing 'code with friends' since it requires subscription to use more than one session. All code will be peer-reviewed in Github when you commit to your branch and then merged when approved.