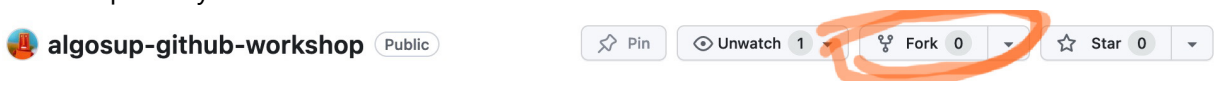
ALGOSUP Github Workshop

Github workshop using git bash & other tools...

Step 1

- Log on Github
- Fork this repository



Step 2

- Install Git bash (if not already installed)
  - Download URL: https://git-scm.com/downloads
  - Answer all the questions during the installation process.
  - ⚠ Regarding the `line-ending` settings, select `Checkout as-is, commit as-is` ⚠

Step 3

- Download the Git cheat-sheet from here: git-cheat-sheet-education.pdf
- Git clone your fork in your local folder
  - For this you will have to provide a login and password
  - the login is your github login (email or username)
  - the password is usually a token you created for a project/machine/OS/IP location (the token is not your github password)
- You should now have a local repository of this workshop repository

Step 4

let's the fun begin. For this workshop we will use the Lua version of the HARFANG 3D engine to practice the usage of Git bash/Git VS Code.

- Download the HARFANG tutorials from here (as a zip file)
- Find the tutorial named `game_mouse_flight.lua`
- Copy this Lua script into your local repository (at the root of the directory)
- Git add this new file
- Git commit
  - A comment is mandatory
- Git push
- Go to your online repository on github.com and check the updated page

Step 5

- Download the Lua release of HARFANG 3D for Windows64 from here: HG 3.2.7 Releases
- Deploy the binaries of Lua into a new directory of your local repository. A `bin/` directory should be fine
- Copy the `resources` directory from the tutorials into your local repository

- Git add theses new folders and files. Commit, comment, push.
- Go to your online repository on github.com and check the updated page

Step 6

- Create a new .bat file to compile the `resources` using HARFANG's `assetc` command line (something like `assetc.exe ressources`)
- Test the .bat file
- Git add, commit, comment, push
- Create a new .bat file to run the `game_mouse_flight.lua` script (something like `lua.exe game_mouse_flight.lua`)
- Test the .bat file, the Lua program should run and open a window
- Git add, commit, comment, push
- Go to your online repository on github.com and check the updated page

Step 7

Now let's use the branch feature!

Understanding Commits and Branching in Git

> When you create a commit in Git, the process works as follows:

1. You're on branch `A`.
2. You make changes, add them to the staging area with `git add`, then create a commit with `git commit`.
3. This commit is now recorded on branch `A`.
4. If you now switch to another branch, let's call it `B`, using `git checkout B` (or `git switch B` in newer versions), this commit remains on branch `A`. The branch `B` isn't aware of this commit unless you merge or move it in some manner.
5. Not doing a `git push` yet doesn't affect how commits are associated with branches locally.

If you want the commit to be present on branch `B`, you'd have to merge branch `A` into branch `B` or use other methods like cherry-picking to specifically move that commit from one branch to another.

Now that you've got a good understanding of what a branch is, let's start!

- Improve this readme
  - Add a description of the mini game
  - Add a screenshot of the mini game
  - Git add, **don't commit yet!**
  - Create a branch, call it `readme-update`
  - Git commit, push
  - Go to your online repository on github.com and check the new branch

Step 8

- Go to your online repository on github.com and check the updated page
- Let's merge

Step 9

- Let's prepare a release 😃

Mini-game Description

Control a paper plane with your mouse in a virtual world

Screenshots

screenshot