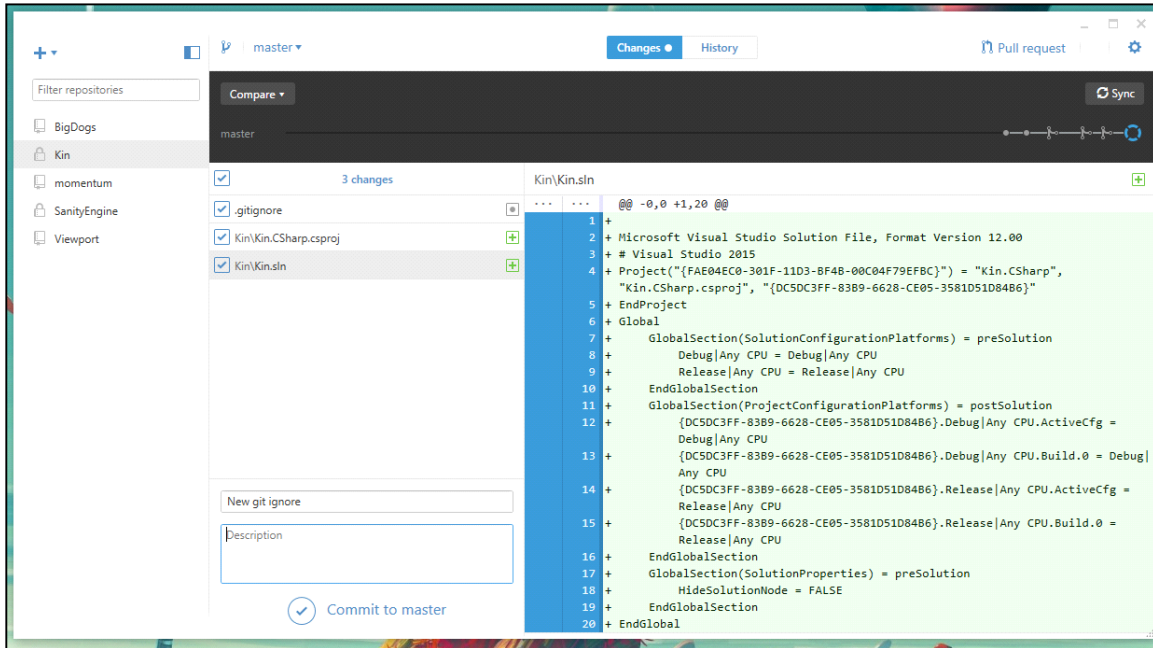


Welcome to the Kin!

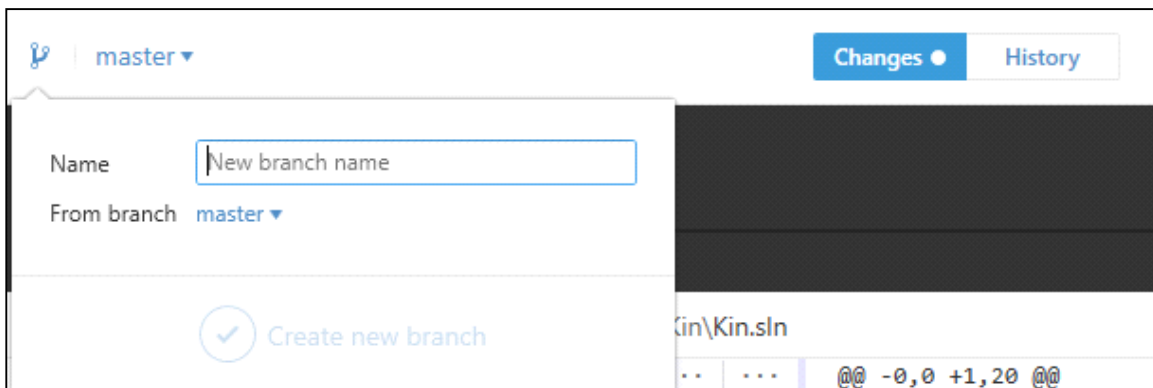
On this particular page you will learn how to commit your changes for the game into the master branch!

1. First, \*make sure you have saved all your changes in Unity\*; then, bring up Github for Desktop:

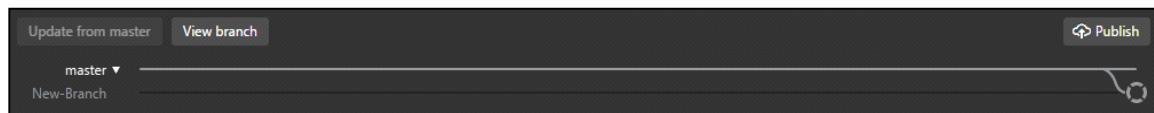


From left to right should be the Kin repository, your changes summarized by checkboxes, and a more complete view of the changes. A summary of the branching workflow appears above the last two elements in black.

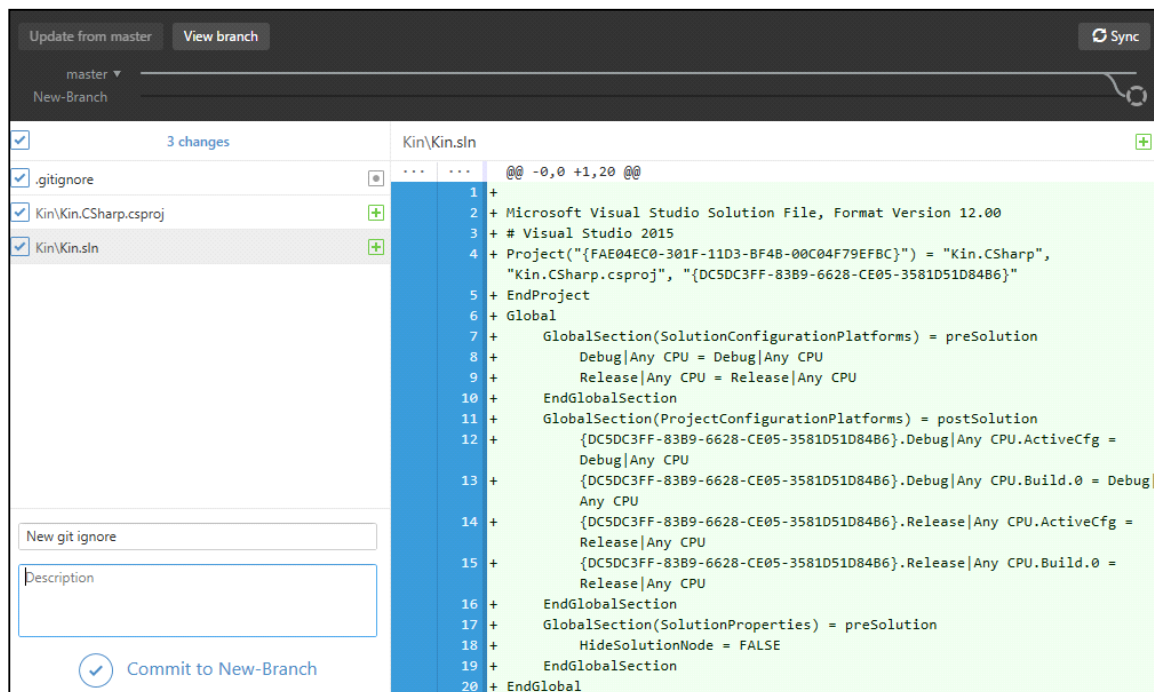
2. Next, create a new branch by clicking the small icon next to master in the top left! Give this branch a name related to the changes you intend to merge. When you are satisfied with your name, click Create new branch to create the branch locally:



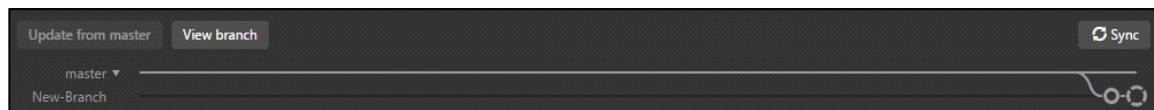
3. Now that a new branch has been made, it will appear in the branching workflow off the master; you should publish your branch by clicking the Publish button in the top left of the branching workflow. This act will create the branch publicly:



4. Now you should name your commit and give it a description below the checkbox summary of changes. Feel free to copy the name for step 7. Once you are satisfied, click Comimit to [Branch Name].



5. Once you have committed, a new node should appear on your branch in the workflow; you should now Sync:

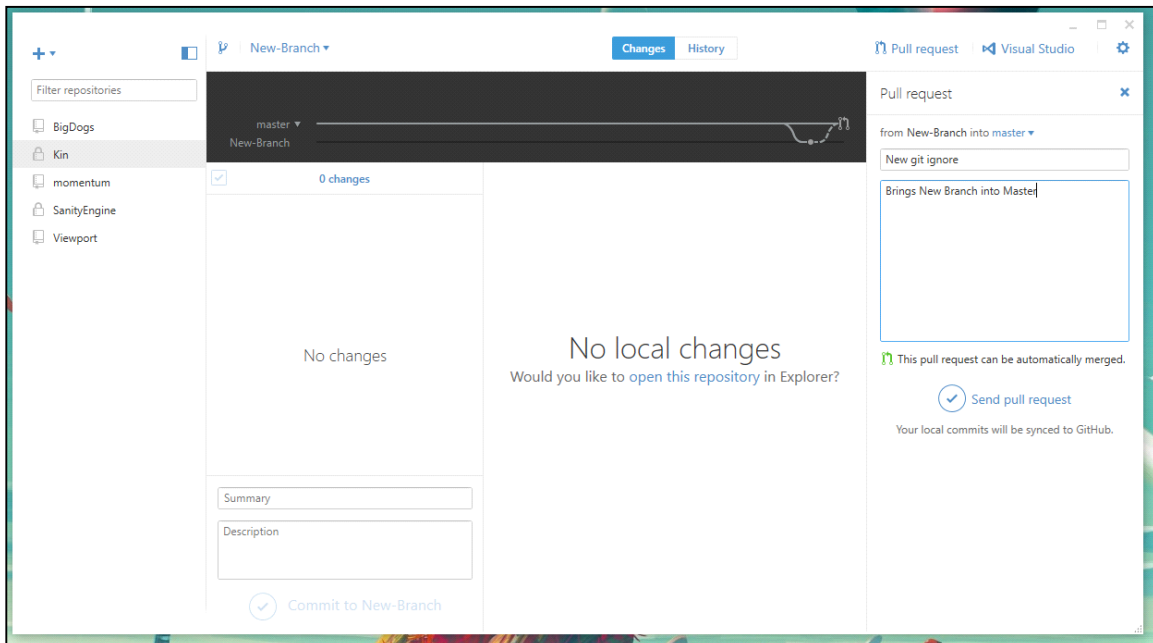


6. Once you have synced, the deeper node will close and become a dot signifying that your local commit has joined the public repository. Now the workflow should look like this:



7. Finally, you should submit a Pull request by clicking the namesake button in the top right of the github tool, above the workflow. You should create a name similar to your commit name and if you are attempting to merge multiple commits, the name of this merge should summarize

all of them. Feel free also to write a detailed description here. Once you are satisfied, click Send pull request:



Congradulations! Once Jackson or I approve your pull request, your changes will be moved into the Kin repository!