

# Cover Sheet for GitHub Unity Tutorial Writing Sample

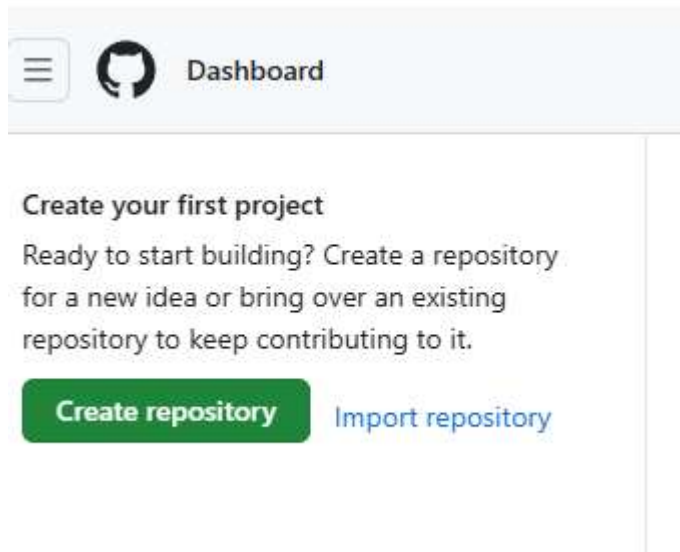
1. I wrote 100% of the content
2. This represents my original writing
3. This information was gathered from my own experiences
4. Not edited by others
5. I took all the screenshots
6. No company style guide was used
7. Not part of a larger documentation set

This tutorial will demonstrate how to create a GitHub repository for a newly created Unity project.

The first step to creating your repository is creating a GitHub account. If you already have a GitHub account, login to your account and skip to step 3.

## Creating a Repository

1. Go to [github.com](https://github.com) and click “Sign up for GitHub”
2. Fill in the requested information and follow the instructions provided by GitHub.
3. After creating and logging into your account, click on “Create repository”.



4. Select an appropriate name for your repository.
  - a. [Optional] Include a description of the repository.

## Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)

Required fields are marked with an asterisk (\*).

Owner *	Repository name *
<div>TestingAccount1616 ▾</div>	<div>UnityExample</div>
	✔ UnityExample is available.

Great repository names are short and memorable. Need inspiration? How about [studious-chainsaw](#) ?

Description (optional)

- ☒  **Public**  
Anyone on the internet can see this repository. You choose who can commit.
- ☐  **Private**  
You choose who can see and commit to this repository.

Initialize this repository with:

- ☒ **Add a README file**  
This is where you can write a long description for your project. [Learn more about READMEs.](#)

Add .gitignore

.gitignore template: None ▾

Choose which files not to track from a list of templates. [Learn more about ignoring files.](#)

Choose a license

License: None ▾

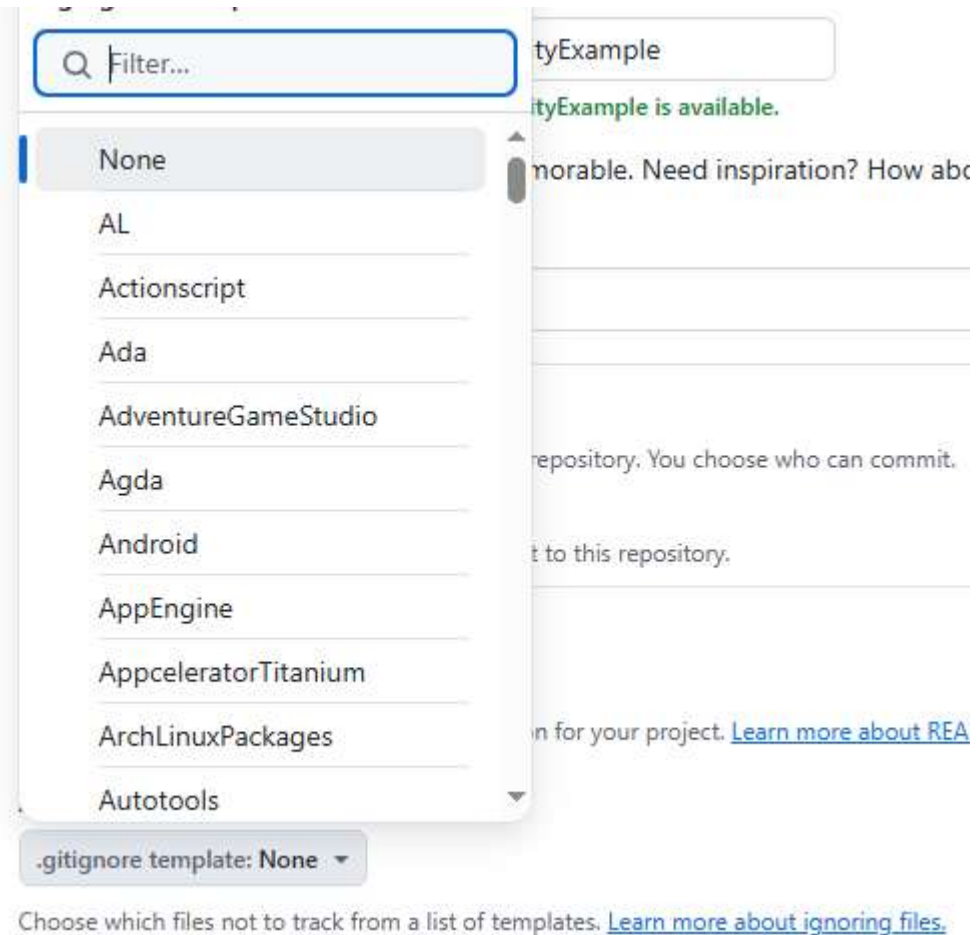
A license tells others what they can and can't do with your code. [Learn more about licenses.](#)

This will set  **main** as the default branch. Change the default name in your [settings](#).

 You are creating a public repository in your personal account.

Create repository

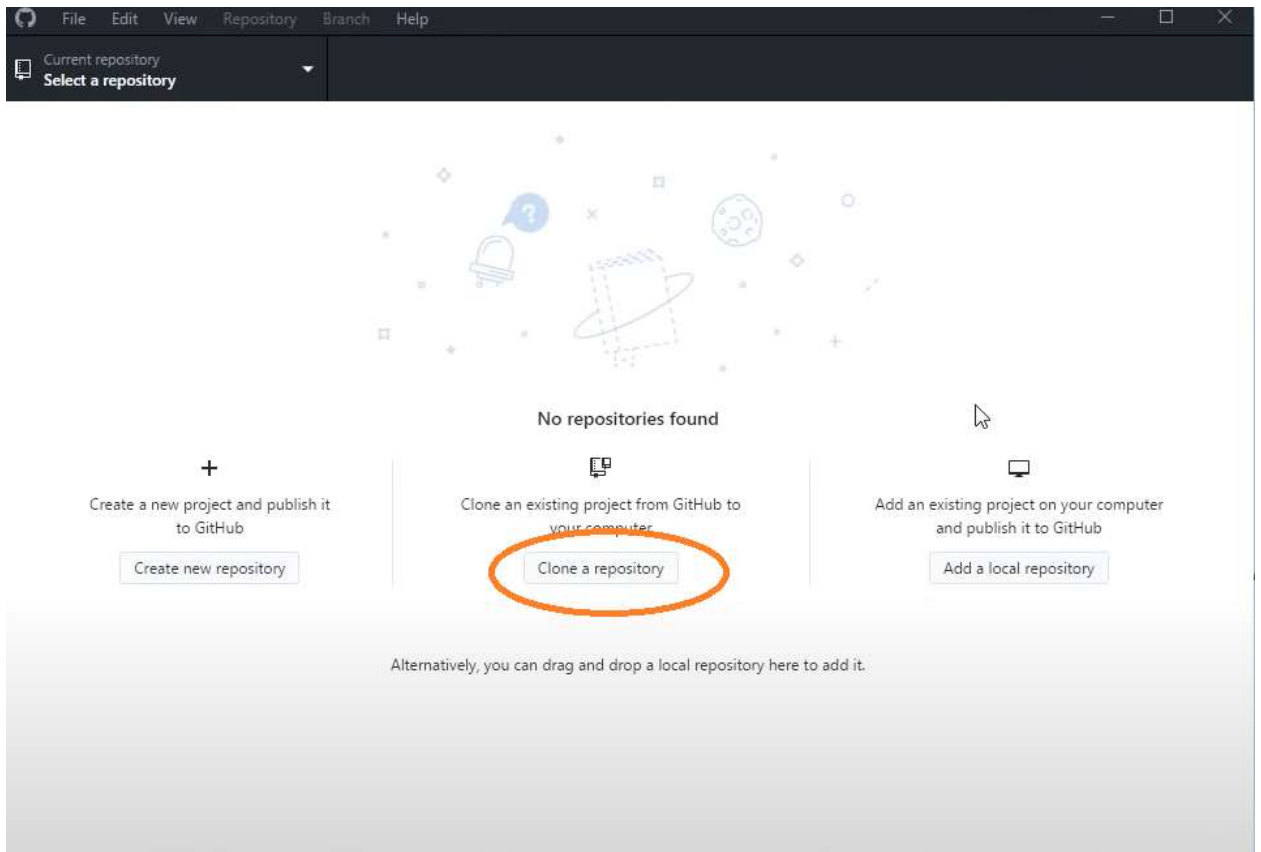
5. Check off “Add a README file” box.
6. Select the .gitignore template drop-down menu.
  - a. Type unity into the filter and select the unity template.



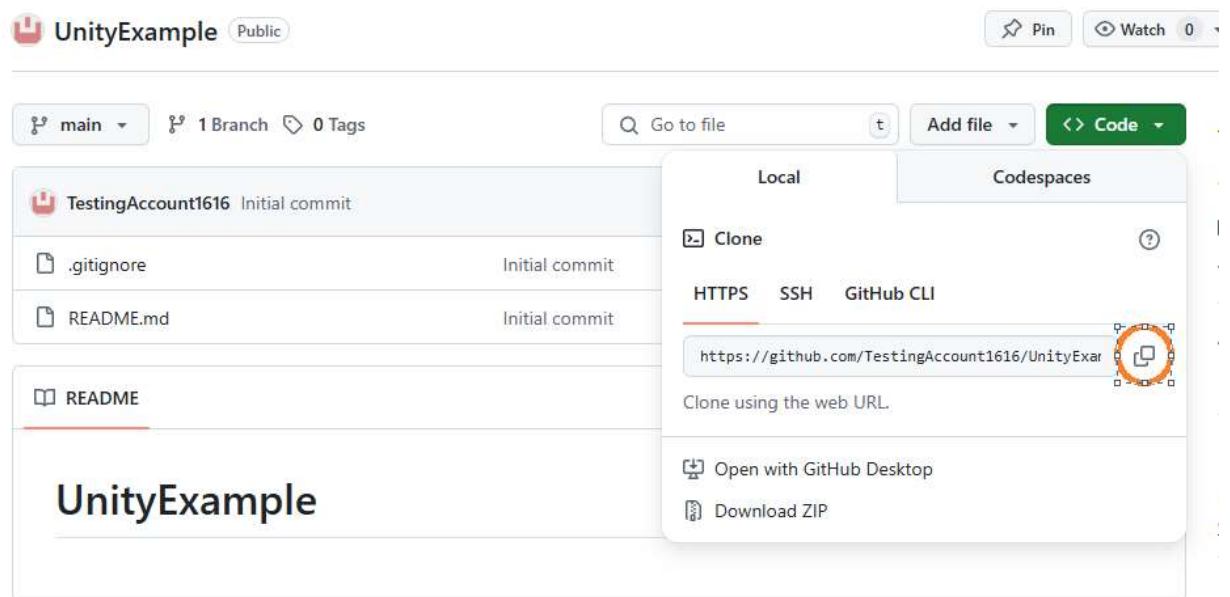
7. Click on the create repository button in the bottom right corner.

## Downloading and Setting up GitHub Desktop

1. Navigate to [github.com/apps/desktop](https://github.com/apps/desktop).
2. Click on Download now.
3. Choose the version appropriate to your Operating System.
4. Run the installed downloader. Follow alongside the instructions.
5. Open GitHub Desktop.
6. Select **File -> Options** from the menu on the top left corner.
7. Click "Sign into GitHub" use the account you previously created/logged into.
8. Click on "Clone a repository".



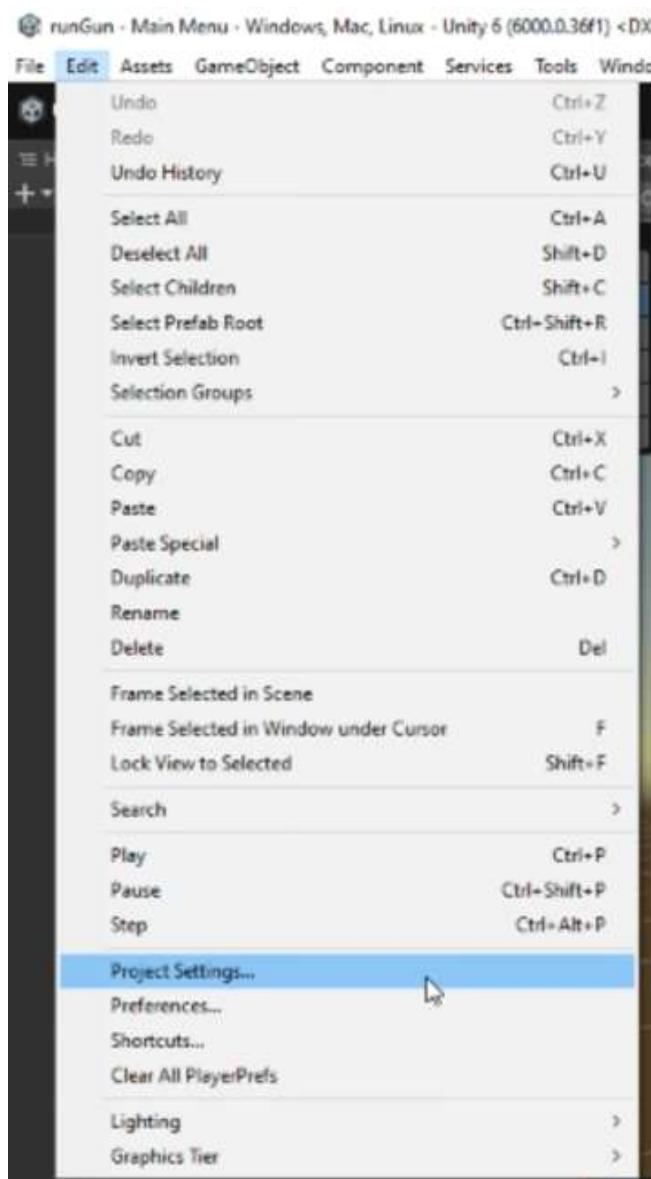
9. Navigate back to your created repository on github.com.
10. Click on <> Code.
  - a. Select the HTTPS header.
  - b. Click on the circled image to copy the web URL.



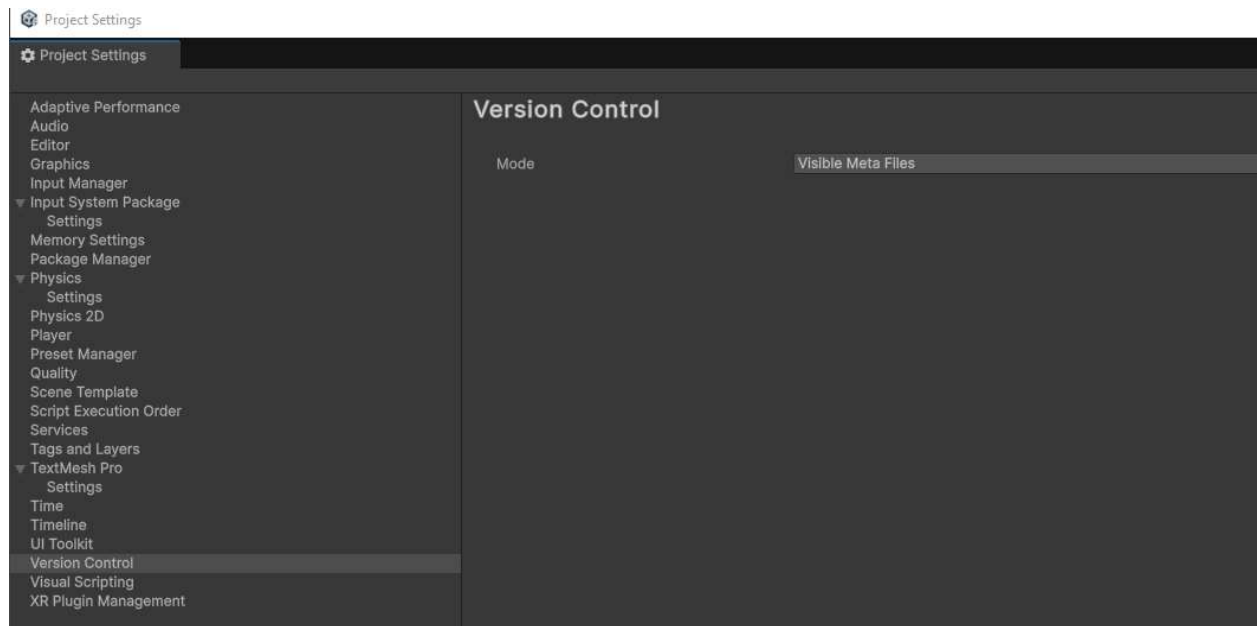
11. Paste the copied web URL into GitHub Desktop.
12. Click on Clone.

# Creating a Unity Project

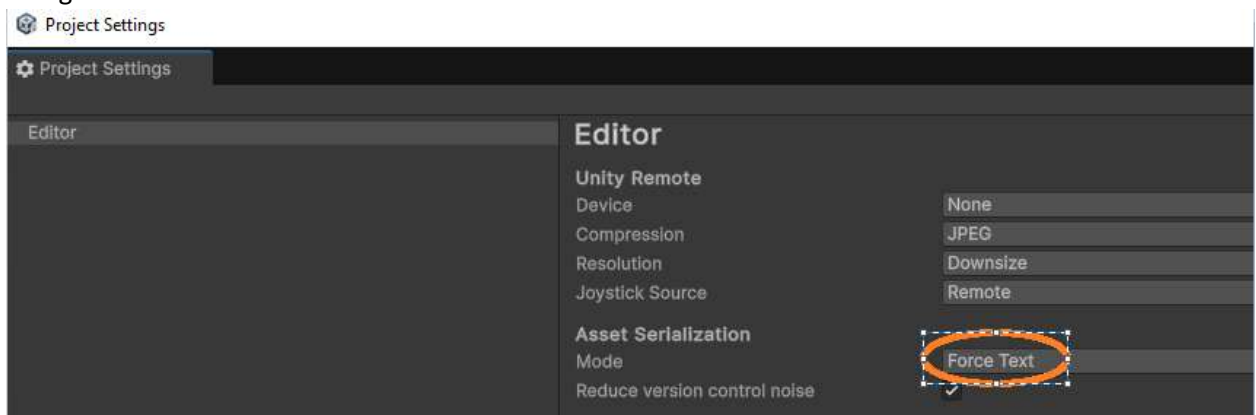
1. Launch Unity Hub.
2. Click on New project.
3. In Project Settings, click on location. Change the selected location to the cloned repository on your computer.
4. Click on create project.
5. Click on the Edit tab.



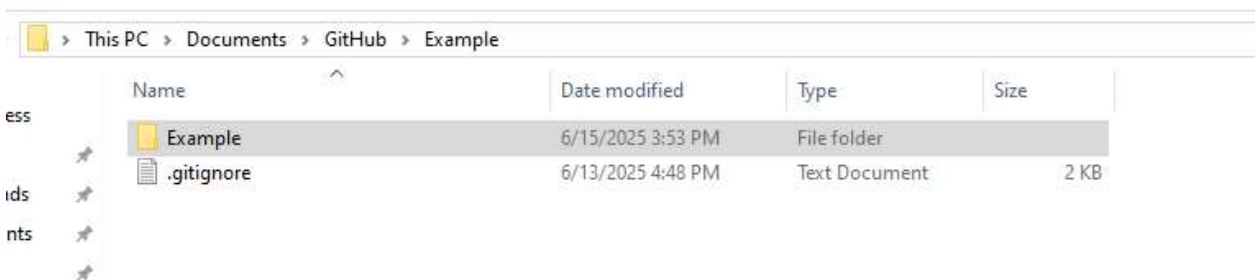
6. Open Project Settings from the drop-down menu.
7. Navigate to Version Control.
  - a. Click on the drop-down menu and select Visible Meta Files.



8. Navigate to Editor and under Mode select Force Text.



9. Locate and open your .gitignore file.



10. Remove the starting “/” from lines between the .umtp/ and \*.log lines.
  - a. The original shoulder appear as:

```

1  # This .gitignore file should be placed at the root of your Unity project directory
2  #
3  # Get latest from https://github.com/github/gitignore/blob/main/Unity.gitignore
4  #
5  .utmp/
6  /[Ll]ibrary/
7  /[Tt]emp/
8  /[Oo]bj/
9  /[Bb]uild/
10 /[Bb]uilds/
11 /[Ll]ogs/
12 /[Uu]ser[Ss]ettings/
13 *.log
14

```

- b. Your changed version should appear as:

```

1  # This .gitignore file should be placed at the root of your Unity project directory
2  #
3  # Get latest from https://github.com/github/gitignore/blob/main/Unity.gitignore
4  #
5  .utmp/
6  [Ll]ibrary/
7  [Tt]emp/
8  [Oo]bj/
9  [Bb]uild/
10 [Bb]uilds/
11 [Ll]ogs/
12 [Uu]ser[Ss]ettings/
13 *.log
14

```

- c. Save and close the .gitignore file.

11. Navigate to your GitHub Desktop.
12. Check the box at the top next to “changed files”.
13. Add a quick description of your changes.
14. Click “Commit to master”.

That’s it! You should be able to create your Unity project from the Unity editor and have your changes reflected on your GitHub repository. Changes are sent from your computer to your repository every time you click on “Commit to master”