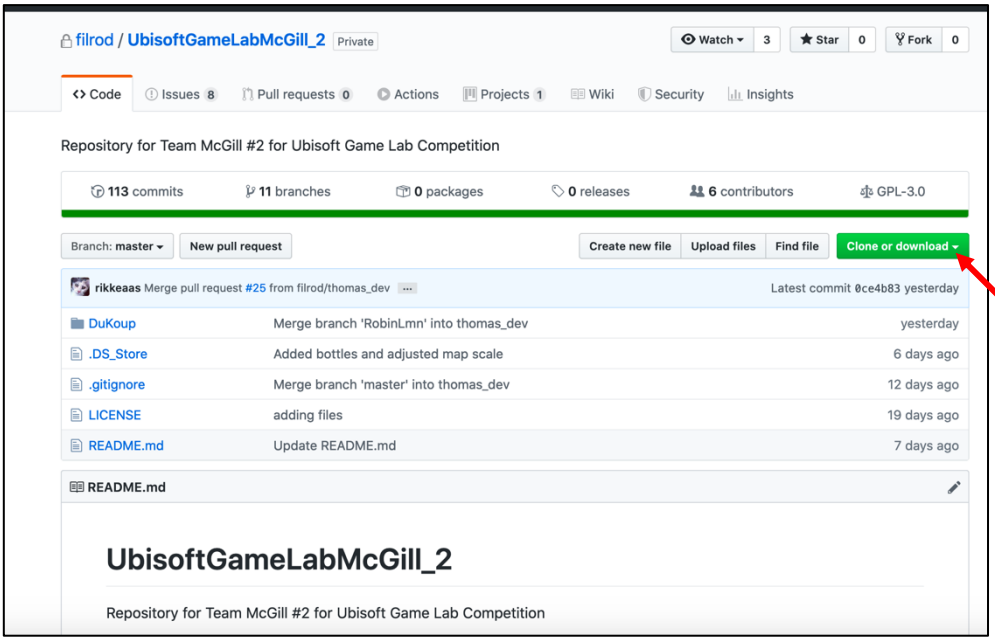
HOW TO USE GITHUB – Ubisoft Game Lab 2020

SETUP

1- Download **GitHub Desktop**:
https://desktop.github.com/

2- Open the repository in your browser:
https://github.com/filrod/UbisoftGameLabMcGill_2



This is the project view from the browser, you can navigate around the folders, add and upload files, make comments, raise issues, etc…

First you will have to "**Clone**" the repository on your computer. This will copy the project onto your computer. The default location is: *./Documents/GitHub*.

- Click "**Clone or download**"
- "**Open in Desktop**"

This will open the desktop app. A message will pop up asking you where you want to clone the project. I would advise you to let everything as default and click "**clone**".

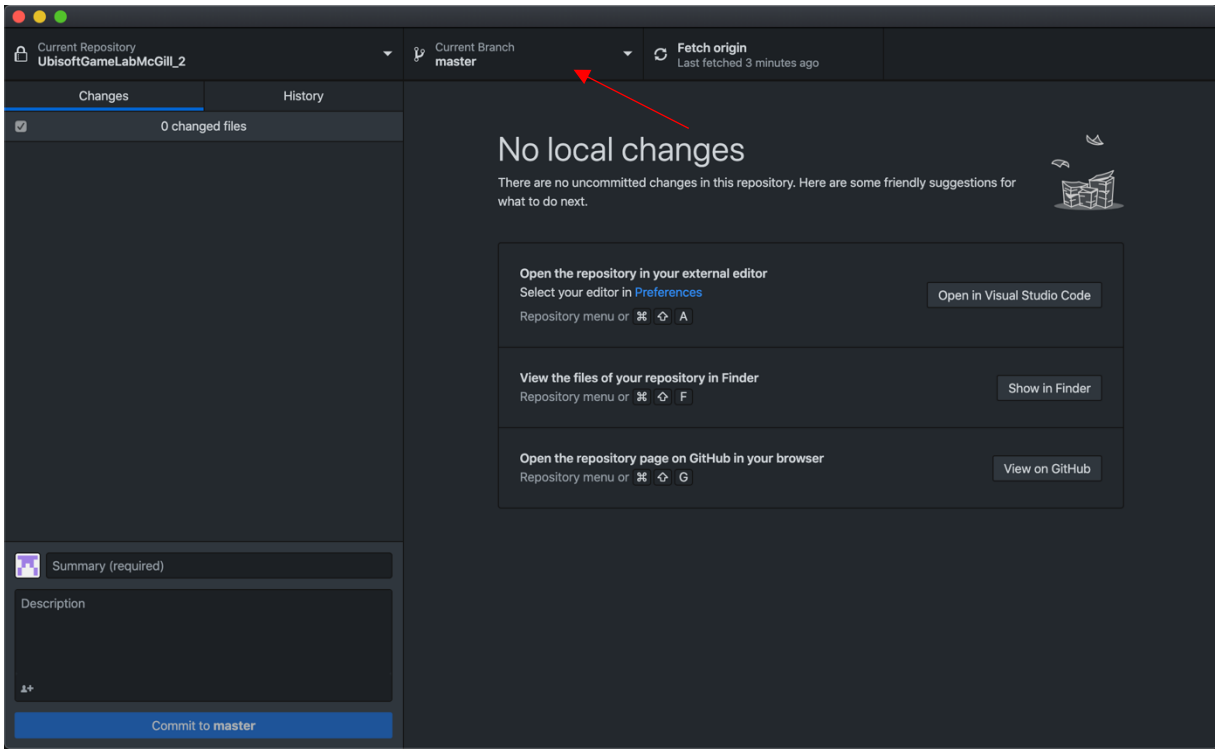
Now you will have the project cloned on your computer.

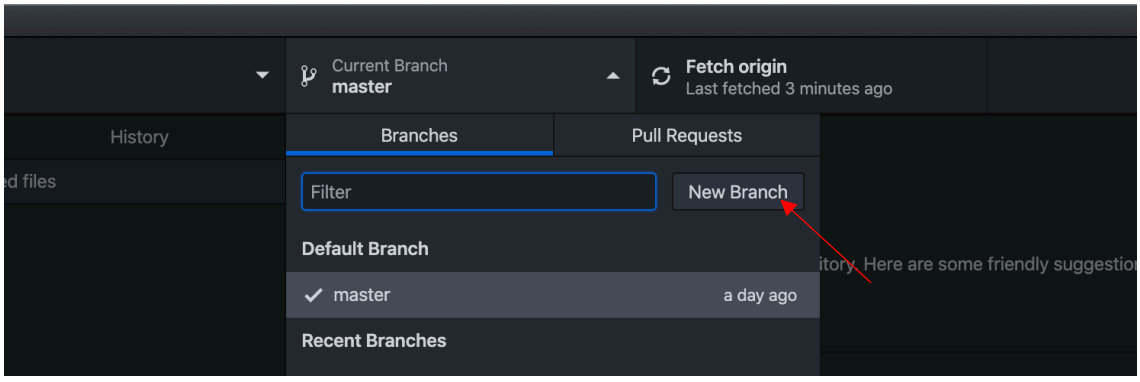
You then have to **create a branch**. A branch is a version of the project. The main and default branch is called "*master*". **You should never modify directly this branch**. Instead, create your own.

Click “**Current Branch**”, and then “**New Branch**”. Name it as you would like, by convention it should have your name to easily recognize everyone’s branch.

Click “**Create**”.

If you have a message asking you if you want to bring changes into your branch, click “**Yes**”.





You will have the project on your computer, you can open it with Unity, modify it, etc... Each modification you make will be effective on your own branch. To save a modification, you have to “**commit**” it to save it and then “**push**” to update it for everyone. You can do a “**Pull request**” to ask your branch to be merged into master. You can also “**Update From master**” to have the most recent version of the project.

I will guide you into these process step by step in the next section.

USING GITHUB

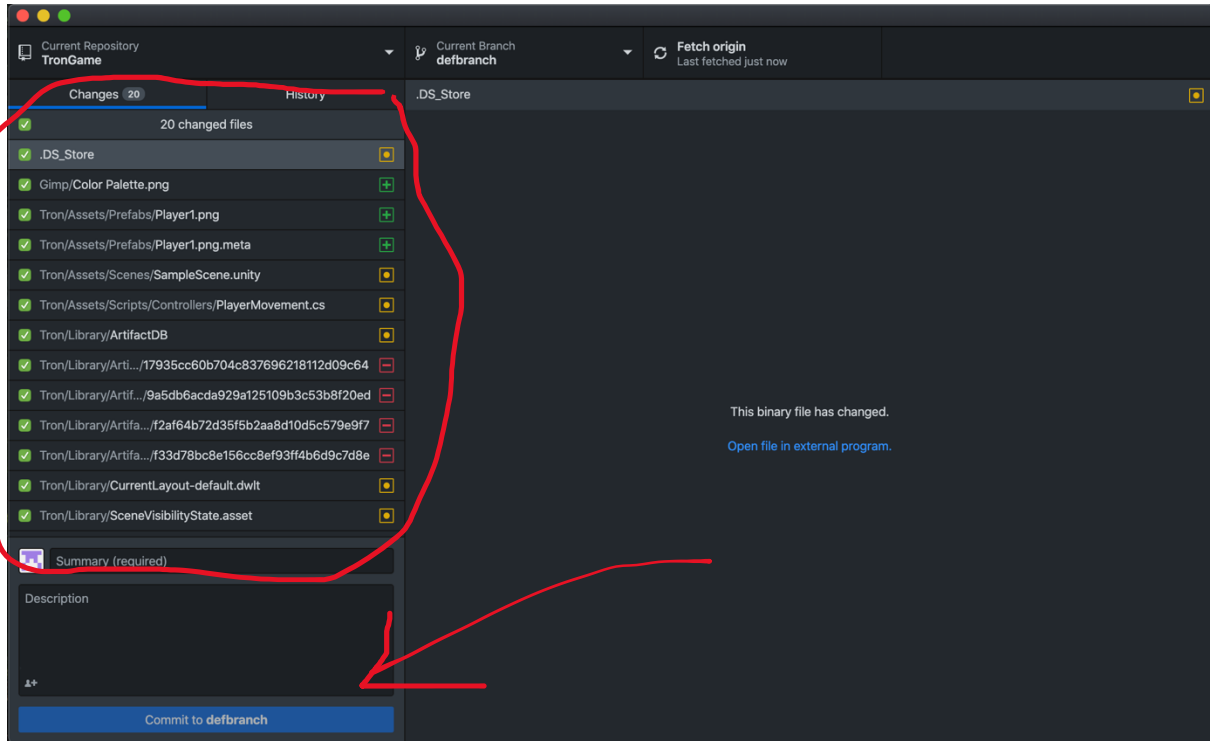
When you use GitHub, the first thing to do is to "**Pull**". "**Pull**" means to update your branch to more recent modifications. It will not change what you made, just give you the most recent files.

To refresh GitHub, click "**Fetch Origin**".

You have multiple ways to pull;

1) **Branch → Update from master**: It will pull the modifications of the master branch. Ours is not up to date, so this is not generally what you want to do.
2) **"Fetch" → "Pull"** : If someone made modifications on your branch. It should not happen.
3) **Branch → Merge into Current Branch →** *BranchYouWant* : It will give you all of the modifications of someone's branch. This is mostly what you want to do. To start, merge Thomas's branch into yours. It will give you the most recent version of the project.

Once your branch is up to date, you can do all the modifications you want to it. Once you're done, you can validate your changes. This is called "**Commit**". It will save your changes. You want your commits to be distinct: one by mechanism implemented, and recurrent.



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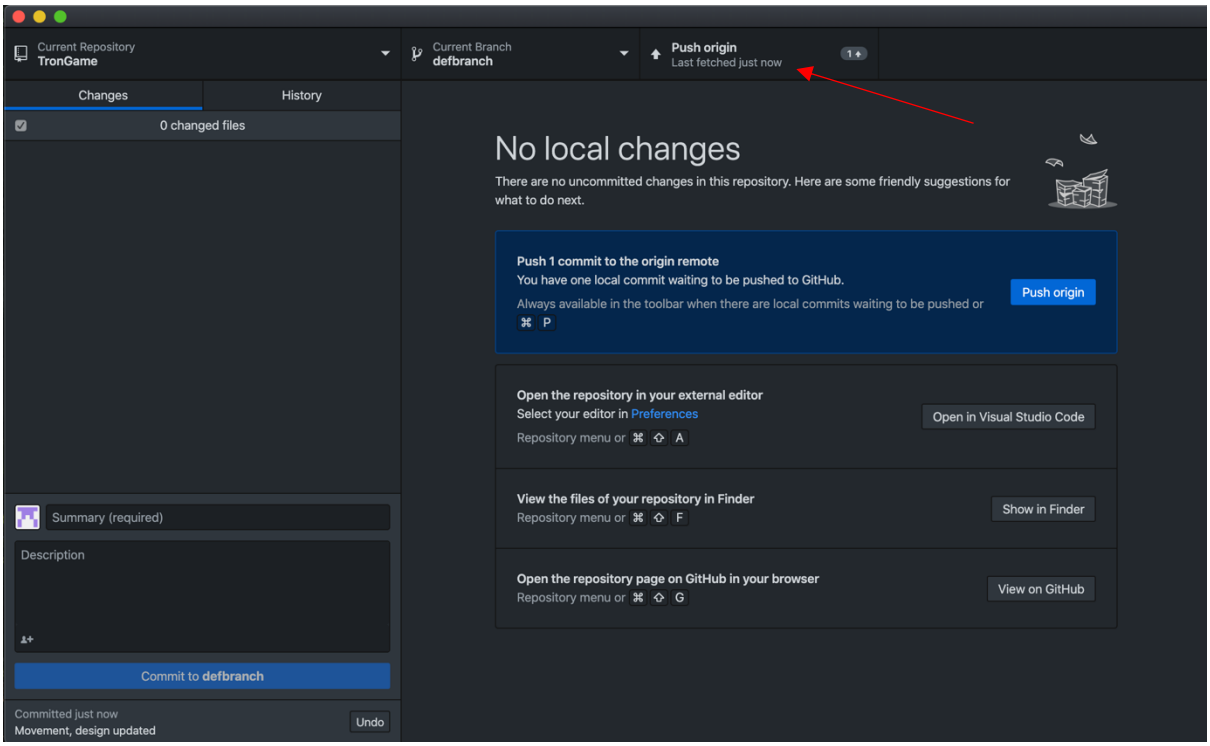
On the left, you see all the modifications you made. You can discard some changes if you want to. To commit, enter a descriptive title and click "**Commit**".

If you want to cancel a commit, click "**History**" and right click on the commit, then "**Revert this commit**".

After you commit, you have to “**Push**” to apply the changes on GitHub, so that everyone can see your modifications. Just click “**Push**”.



By merging your branch into theirs, people are then going to access your modifications.

When you are doing modifications, be sure to be on your branch.

MERGING CONFLICTS:

Sometimes when you try to merge or commit changes, an error message will pop up saying conflicts have been detected. It means that you and another person modified the same file in a conflicting way. You can then choose to keep your version or accept their changes. It is up to you to decide as you are on your own branch. If you have a doubt, contact the programmers.

For any questions, contact Robin or the programmers.