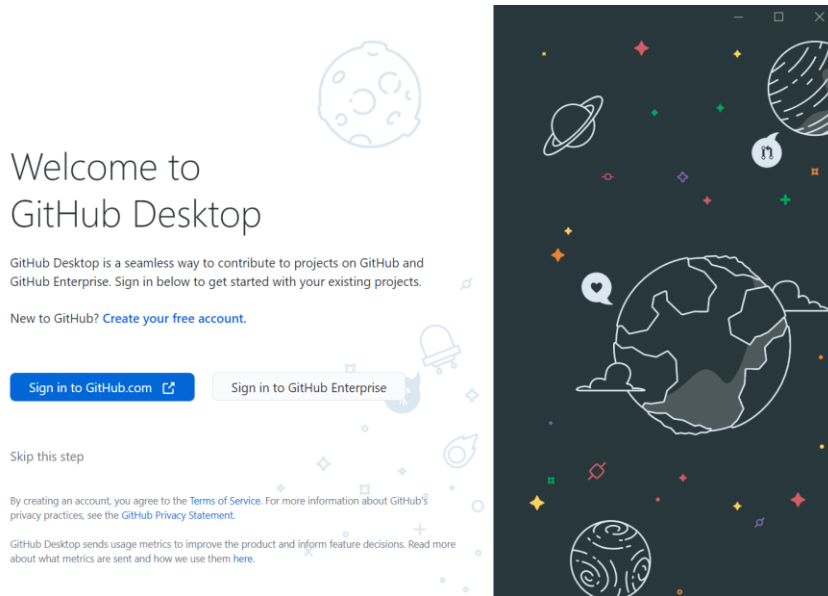


# GitHub Instructions – Non-Scrum Master


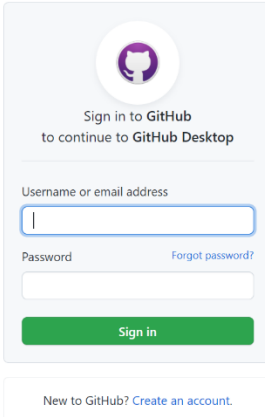
It is very important that these instructions are followed in order so that everything is created correctly.

## Step 1 – GitHub Desktop setup

Open the GitHub Desktop application.



Select the Sign in to GitHub.com button

  
The image shows the GitHub Desktop login form. It has a light blue header with the GitHub logo. Below the logo, it says 'Sign in to GitHub to continue to GitHub Desktop'. There are two input fields: 'Username or email address' and 'Password'. The 'Password' field has a 'Forgot password?' link next to it. A green 'Sign in' button is at the bottom. Below the button, there's a link for 'New to GitHub? Create an account.'

Sign in on the browser and it will return you to the application.

# Configure Git

This is used to identify the commits you create. Anyone will be able to see this information if you publish commits.

- ☒ Use my GitHub account name and email address
- ☐ Configure manually

Name

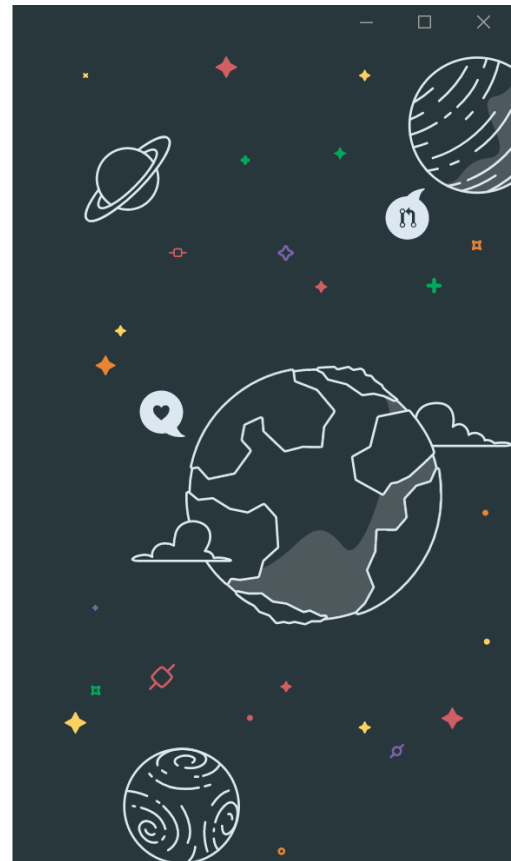
Email

Finish

Cancel

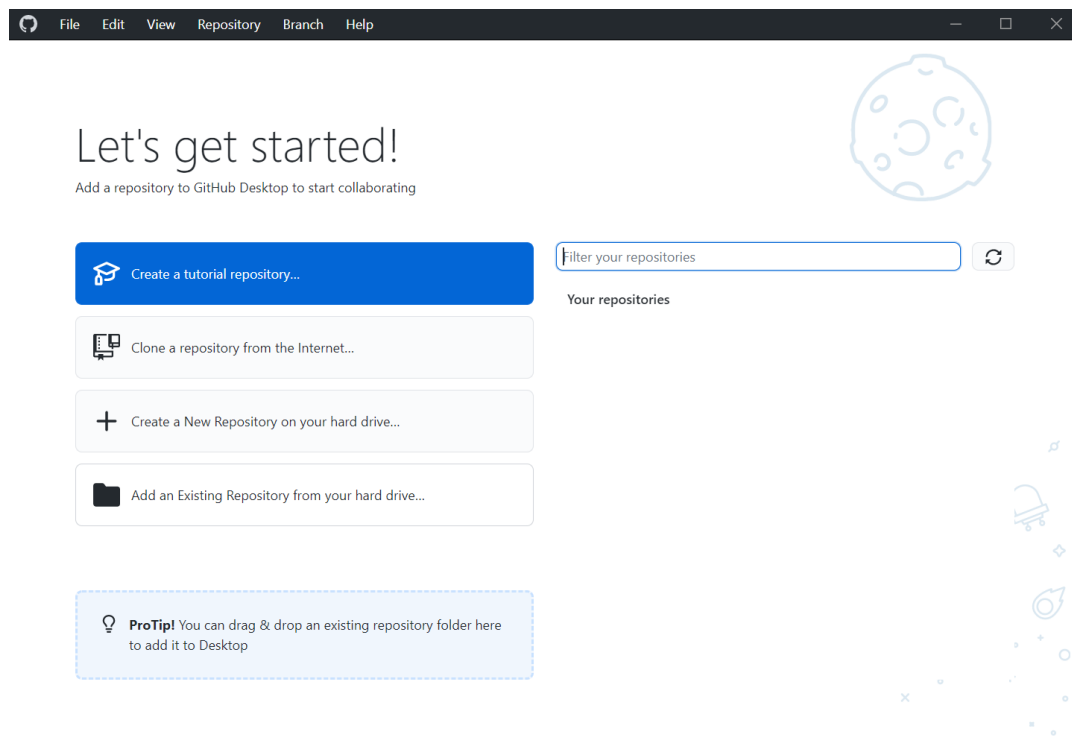
Example commit

**Fix all the things**  
• 30m

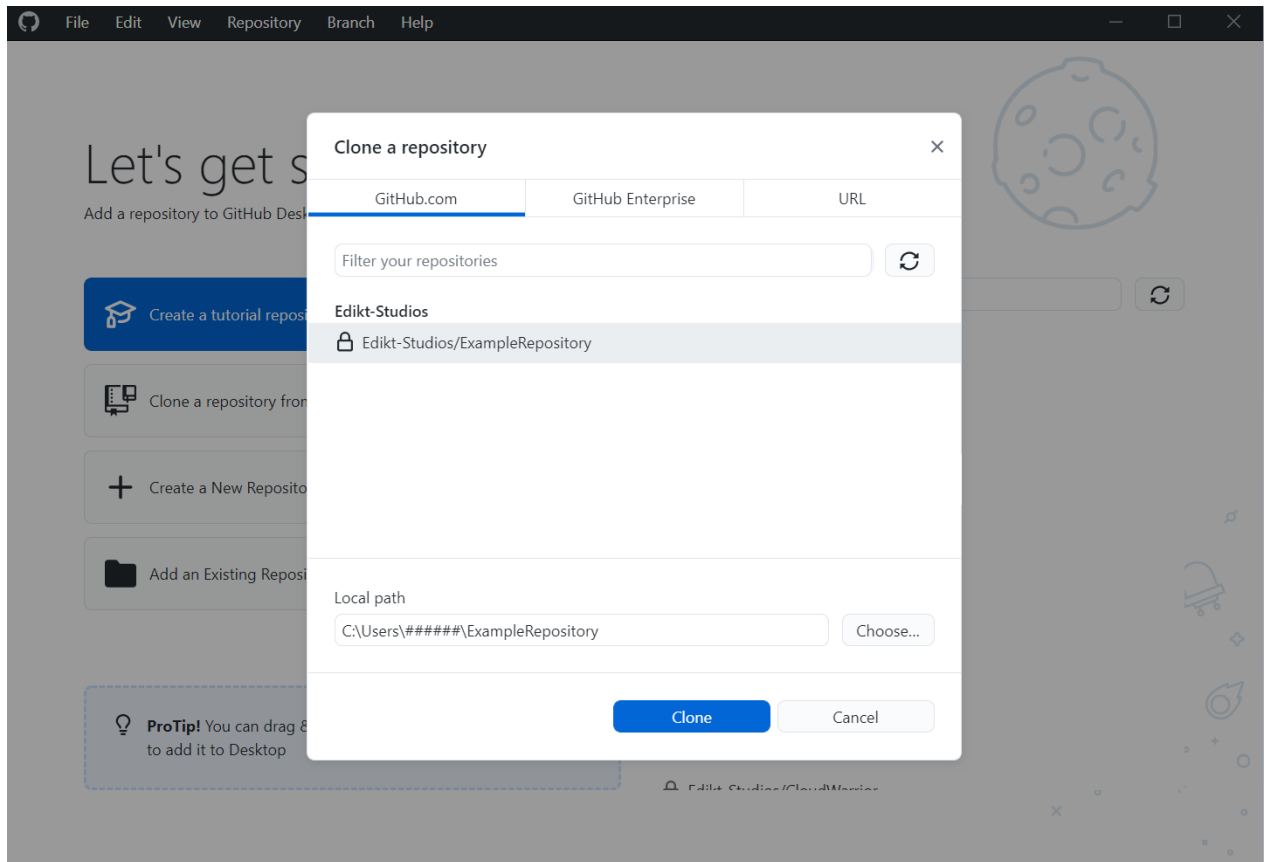


It should have your name and email filled in for you. You can use the drop down to select a different email if you have multiple associated with your account.

## Step 2 – Cloning your repository



When this screen comes up you want to select the option to Clone a repository from the Internet



You should see your repository with your project name under the Edikt-Studios heading. For the local path the ##### should be your ID number. Remove the Documents\GitFiles from the path so that yours looks like the example above.

### Step 3 – Open the project

Open the Unity Hub. Select Add to add an existing project to the hub. Select your repository folder and it will add the Unity project.