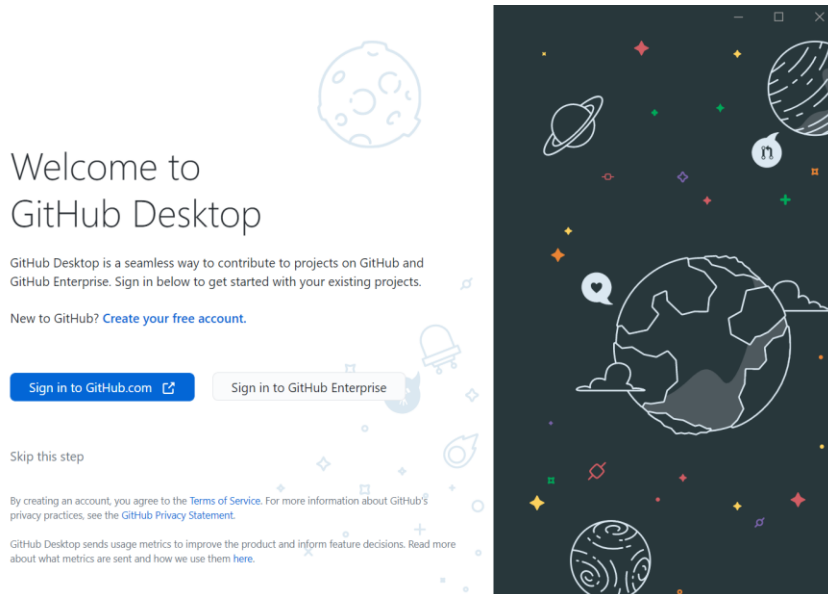


GitHub Instructions – Scrum Master


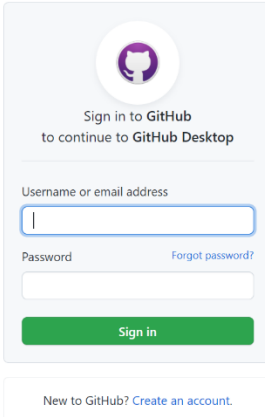
It is very important that these instructions are followed in order so that everything is created correctly.

Step 1 – GitHub Desktop setup

Open the GitHub Desktop application.



Select the Sign in to GitHub.com button


The image shows the GitHub Desktop sign-in form. It features the GitHub logo at the top. Below it, the text 'Sign in to GitHub to continue to GitHub Desktop' is displayed. There are two input fields: 'Username or email address' and 'Password'. A 'Forgot password?' link is next to the password field. A green 'Sign in' button is at the bottom. At the very bottom, 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

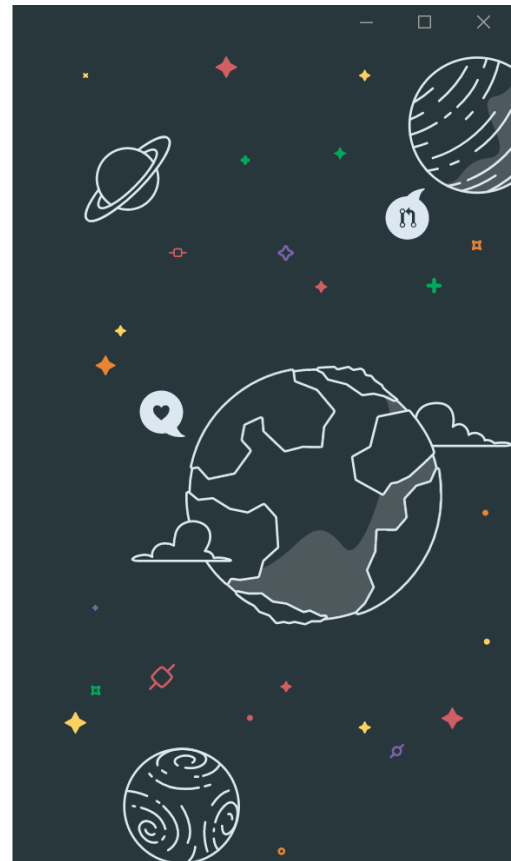
Email

Finish

Cancel

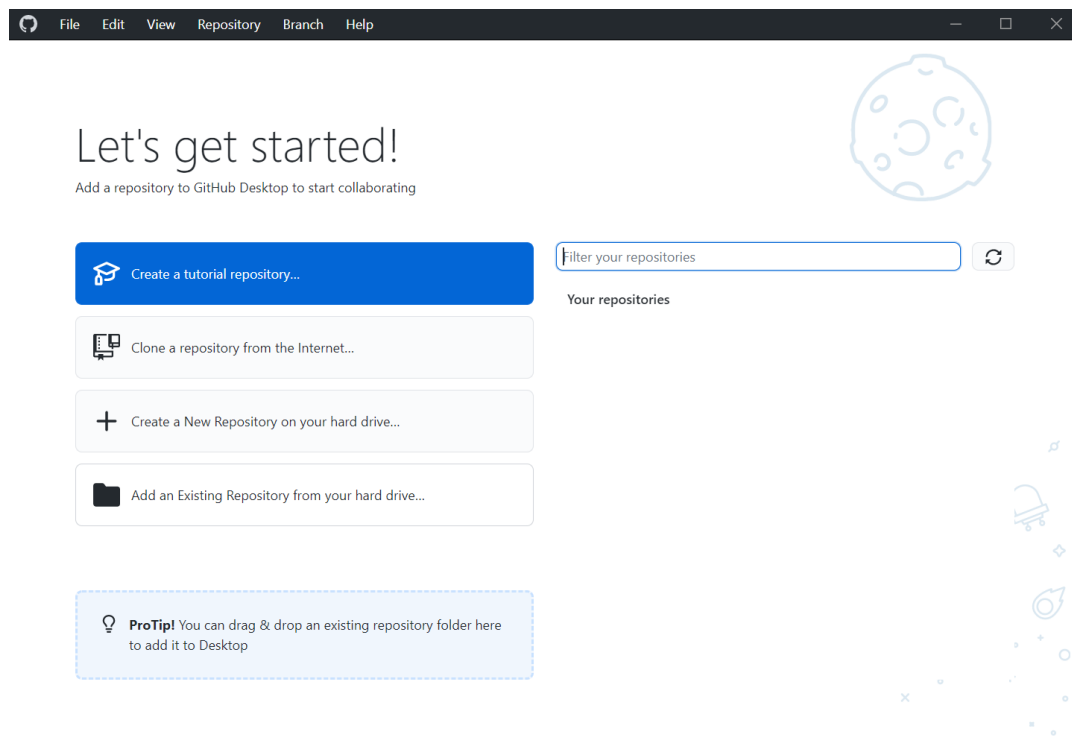
Example commit

Fix all the things
• 30m

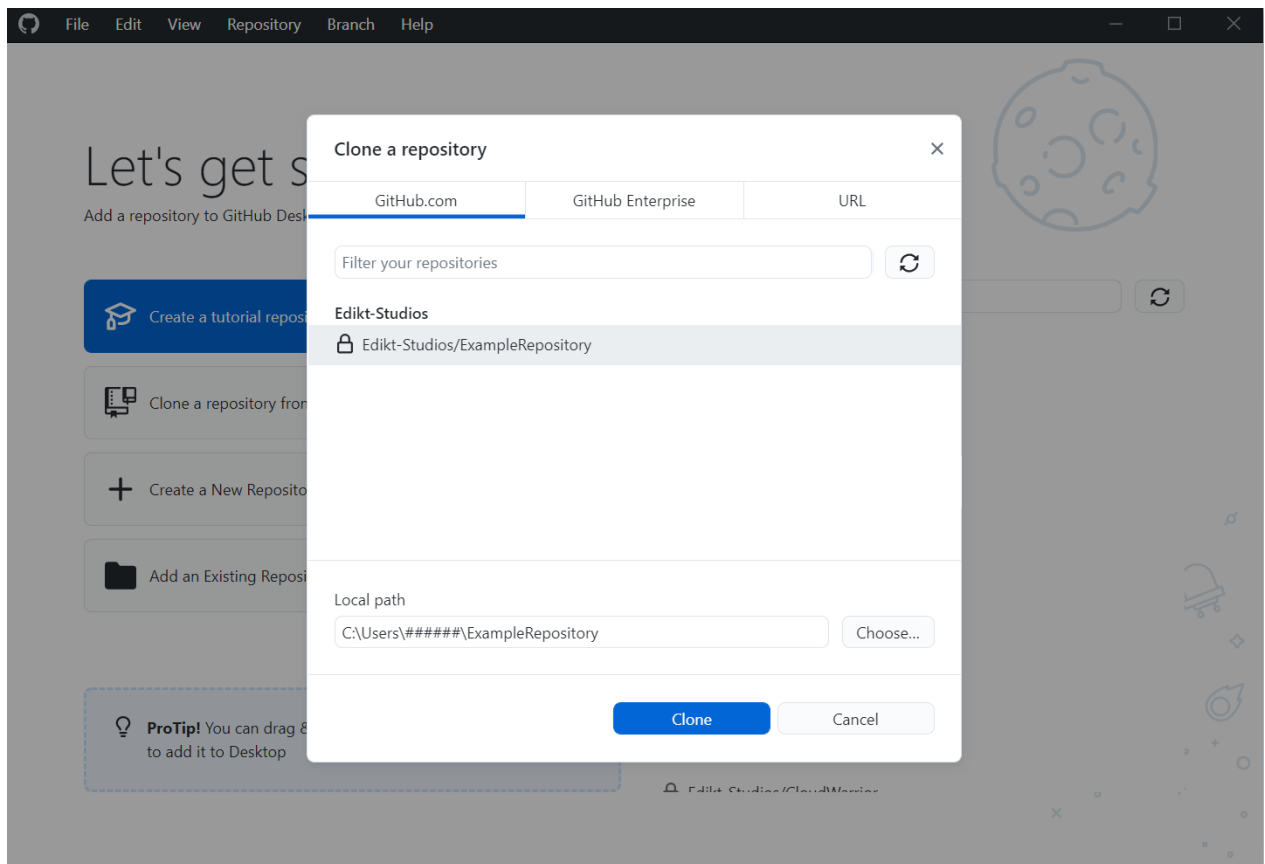


It should have your name and email filled in for you. You can use the drop down to select a different email if you have multiple associated with your account.

Step 2 – Cloning your repository

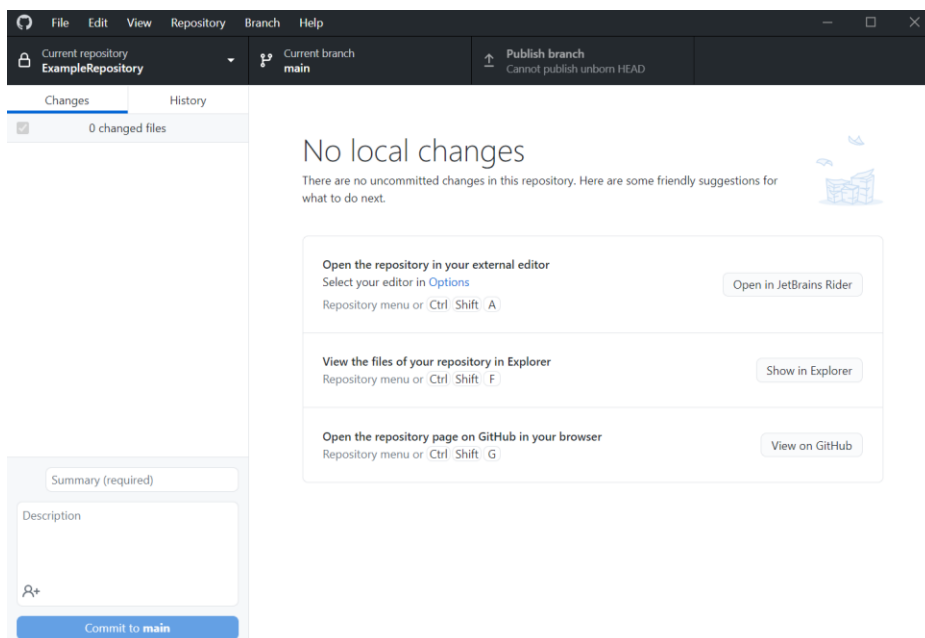


When this screen comes up you want to select the option to Clone a repository from the Internet

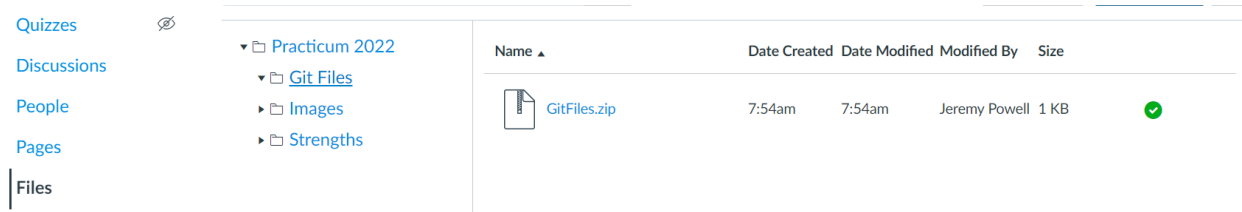


You should see your repository with your project name under the Edikt-Studios heading. For the local path the ##### should be your ID number. Remove the Documents\GitFiles from the path so that yours looks like the example above.

After cloning your screen should like this

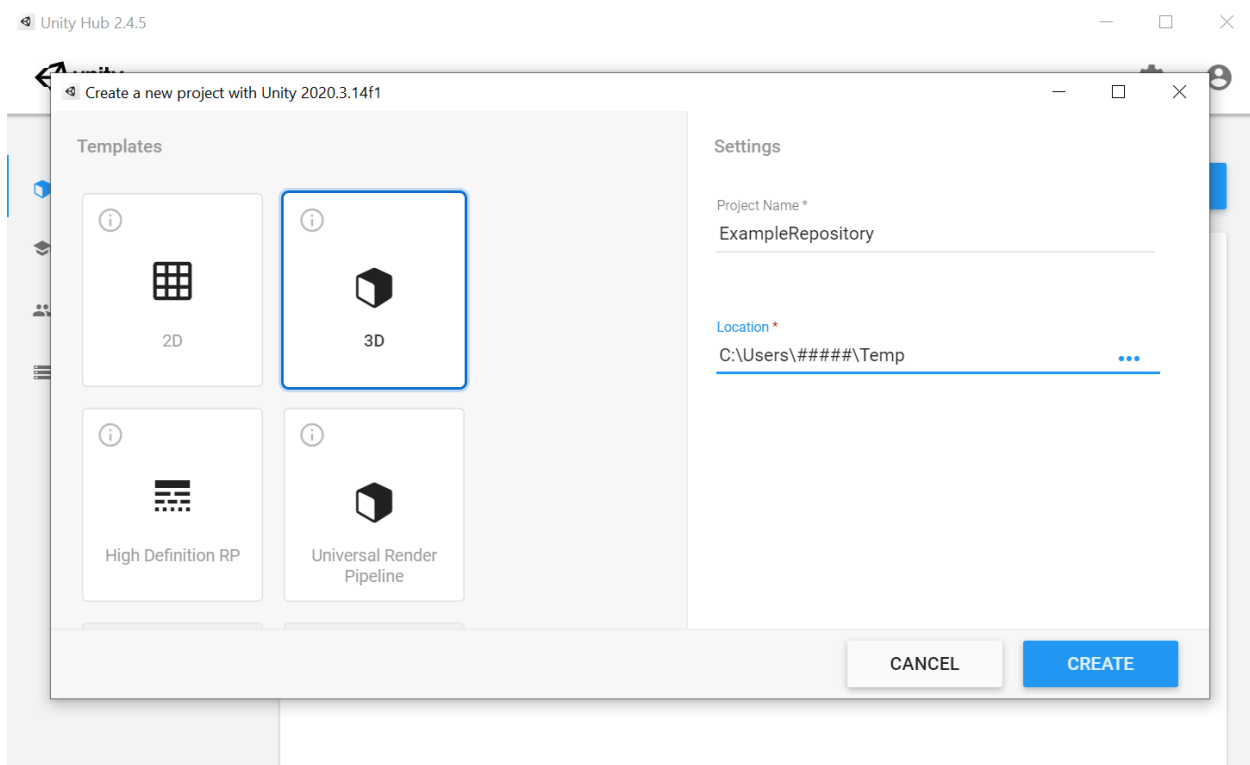


Step 3 – Download .git files from Canvas



In the files section of your classes Canvas course you should be able to download the GitFiles.zip file.

Step 4 – Create Unity Project

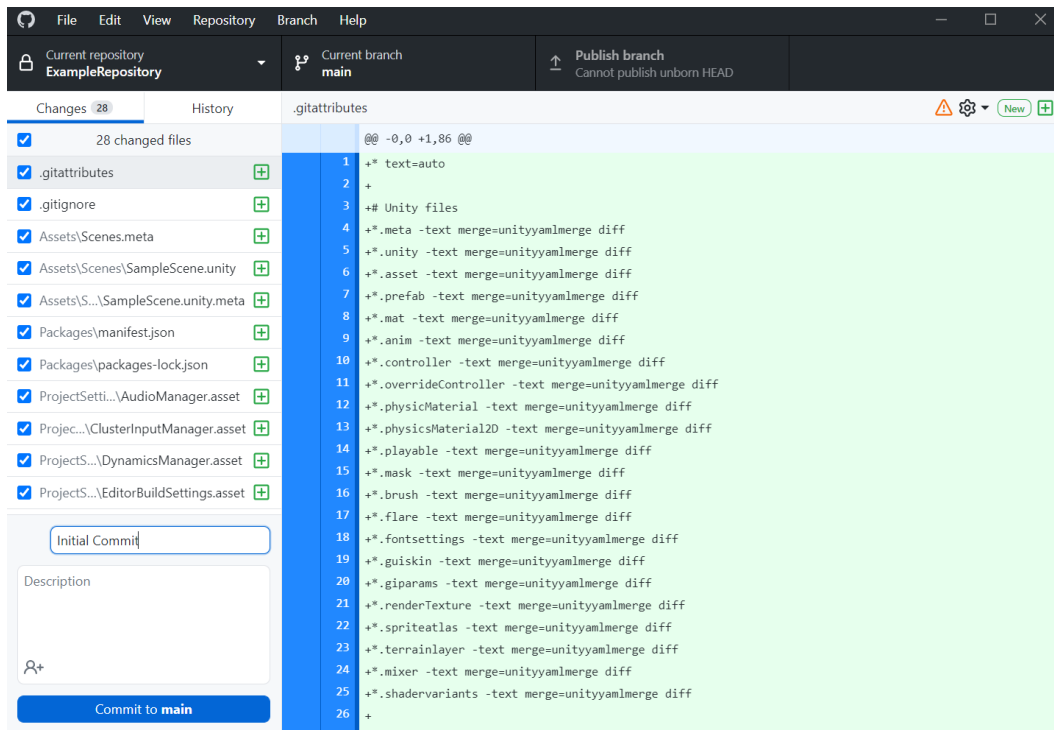


Open the Unity Hub and create a New Project. The Project Name is your project's name (self explanatory I know) and the Location should like the example above with your ID in place of #####

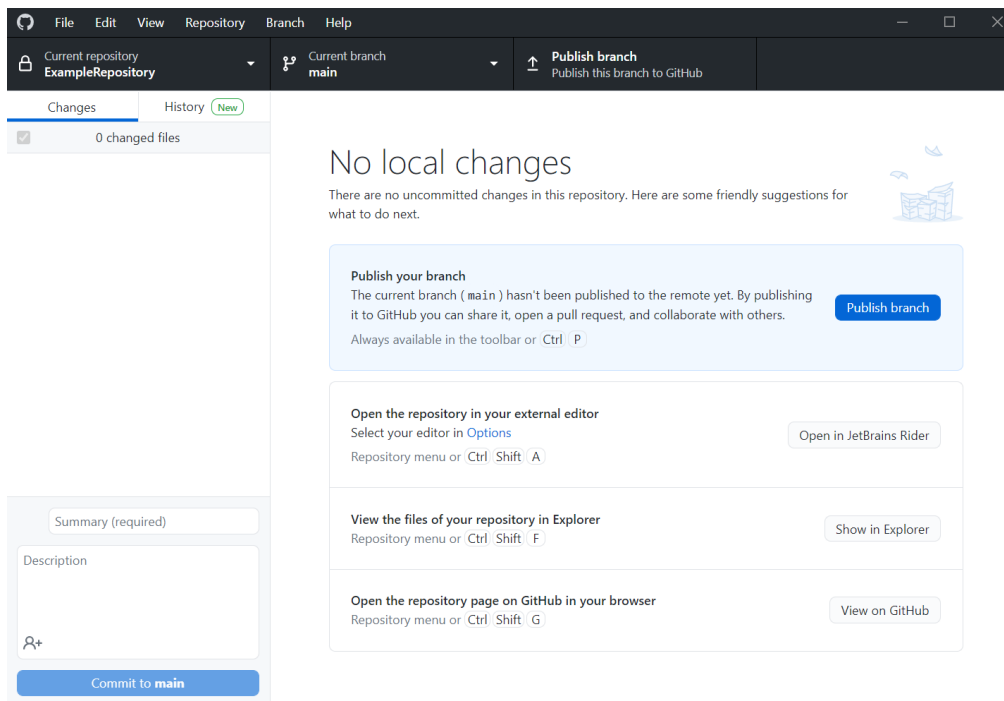
Step 5 – Move the files

After your Unity project is created close Unity. Navigate into the project folder that was just created and move all of the files and folders into your repository folder (c:\Users\<ID>\ProjectName). Open the GitFiles.zip and move the 2 files in it to your repository folder as well.

Step 6 – Make your Initial Commit



Go back to the GitHub Desktop application and it should now show that you added several files. In the Summary filed call this Initial Commit and then press Commit to main.



Your screen should now look like this. Press the Publish branch button to push your changes to the online repository.