1. **Steps to host game on GitHub** –
   1. **Create a GitHub account** - Fill the form and verify your email address.
   2. **Create a new project repository** –

* A directory or storage space where projects can live is called a repository in GitHub.
* **GitHub repositories** are like storage chambers where our files and folders associated with our projects can be uploaded so that we can host them online.
* **Steps to create a new repository in GitHub:**
* Go to Create a new repository.
* In **Repository name**, write ‘Trex’
* In **Description**, write “Chrome’s trex game created using p5.play”
* Initialize this repository with a README
  1. **Upload the Trex project files** –
* Go to **Upload Files** -> choose your files (You can drag and drop the files also) -> **Commit changes**
  1. **Hosting** –
* Go to **Settings** of the repository.
* Scroll down to **GitHub Pages** activate.
* While activating Github pages, Branch is the **main branch** which contains your files and the folder is the **root folder.**
* **Select branch** -> main
* In Source, click on **Save.**
* You will see a link after saving. Example –

Your site is published at <https://whitehatjr.github.io/trex/>

Our code is now hosted on the GitHub’s server and it can be accessed from anywhere.

Now, you can share this link with your friends so that they can play this game on their machines.