**Step 1: Set Up Git on Your Computer**

1. **Install Git**: Make sure Git is installed on your system. You can download it from [git-scm.com](https://git-scm.com/). (Note -Should be on your Classroom PC already installed)
2. **Configure Git**: Set your username and email for Git using the following commands:

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**git config --global user.name "Your Name"**

**git config --global user.email "your.email@example.com"**

**Step 2: Create a GitHub Repository**

1. **Sign in to GitHub**: Go to [github.com](https://github.com/) and log in.
2. **Create a New Repository**: Click on the "New" button to create a new repository.
   * **Repository Name**: Enter a name for your repository.
   * **Description**: (Optional) Add a description.
   * **Public/Private**: Choose whether the repository should be public or private.
   * **Initialize with a README**: Check this box if you want GitHub to create a README file for you.
3. **Create Repository**: Click on the "Create repository" button.

**Step 3: Set Up Git in Your Godot Project**

1. **Open Terminal/Command Prompt**: Navigate to your Godot project directory.
2. **Initialize Git**: Initialize a new Git repository using the following command:

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**git init**

1. **Add Remote Repository**: Link your local repository to the GitHub repository:

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**git remote add origin https://github.com/your-username/your-repository.git**

**Step 4: Commit and Push Your Project**

1. **Add Files**: Add your project files to the staging area:

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**git add .**

1. **Commit Files**: Commit the files with a message:

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**git commit -m "Initial commit"**

1. **Push to GitHub**: Push your changes to the GitHub repository:

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**git push -u origin master**

**Step 5: Integrate Git with Godot (optional)**

Godot has built-in support for version control systems, including Git.

1. **Open Godot Editor**: Open your project in Godot 4.2.
2. **Version Control Setup**: Go to Editor > Editor Settings and then navigate to Version Control.
   * **Enable Version Control**: Check the box to enable version control.
   * **Version Control Type**: Select Git from the drop-down menu.

**Step 6: Using Git Inside Godot (optional)**

Once you have Git enabled in Godot:

1. **Commit Changes**: Use the Version Control tab in the bottom panel to commit changes.
2. **Push Changes**: You can push changes to the remote repository from within Godot.
3. **Pull Changes**: Pull changes from the remote repository to keep your project up to date.

By following these steps, you can connect your Godot 4.2 project to GitHub and manage your project's version control directly from the Godot editor.

Check too, VSC plugin for GitHub!!