

Only Commit And Push To Your Repo



Your
Repo
(Forked)

Work Using Flow In Kraken

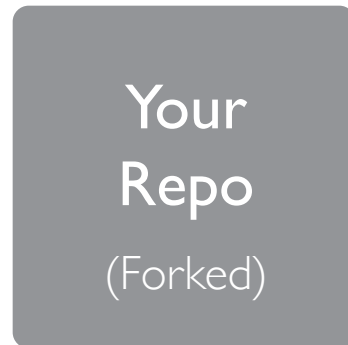
When Starting A Feature

Name The Feature Your Name

Add Your Initials Or Full Name

Follow The File Structures In Unity

Only Commit And Push To Your Repo



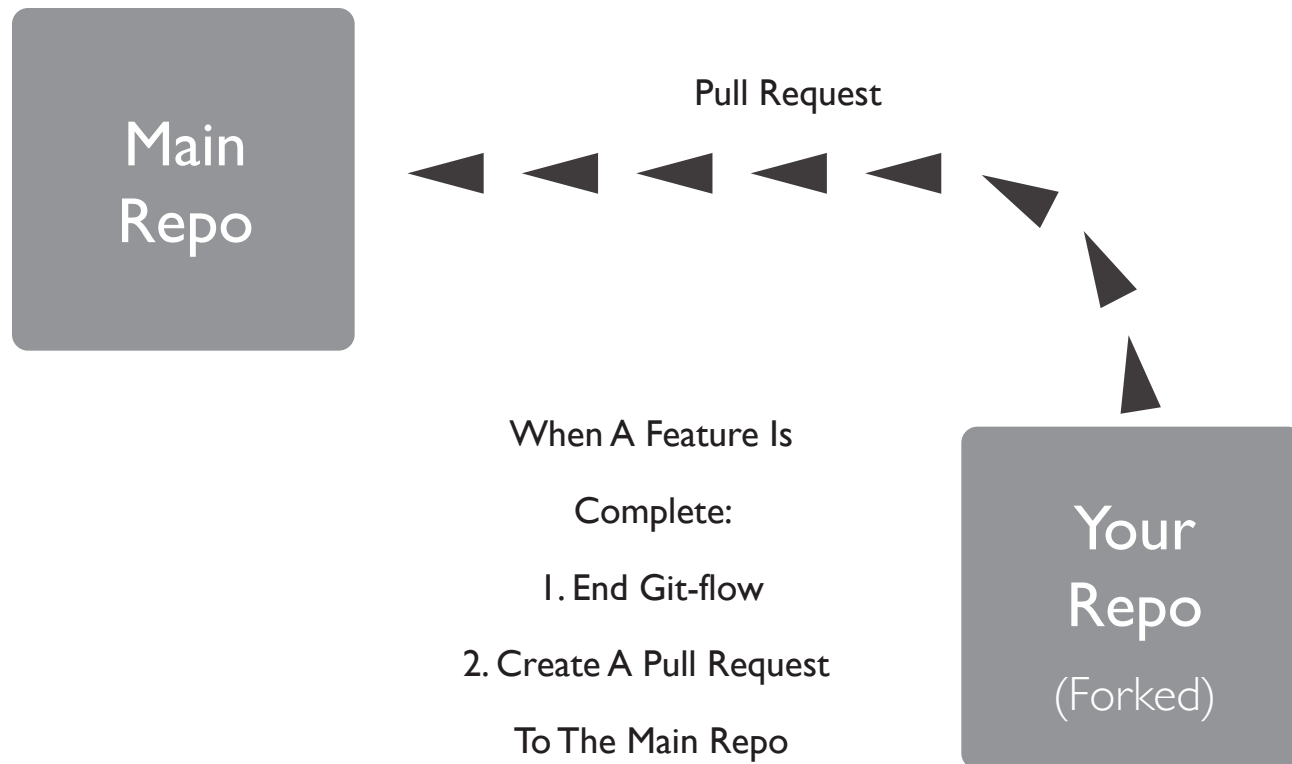
Never Change Files You Did Not Create

Including Needed Corrections.

Contact The Asset Developer (Including Scripts)

Never Pull-request Changes To Files That Are Not Yours

Only Work In Your Respected Areas Of The Game



When A Feature Is
Complete:

1. End Git-flow
2. Create A Pull Request
To The Main Repo
3. Contact Current Lead
4. Never commit, Push, or merge
Directly to the Main Repo
Without Consent