
Git Workflow for Unity Game Developers

A git guide by Okai Yeboah

Git Command Line Basics

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...And the internet



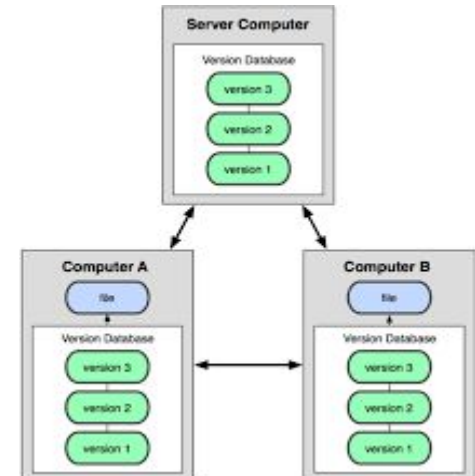
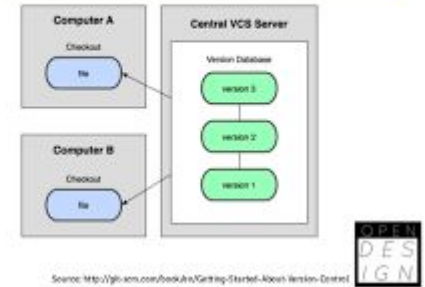
What is Git?

Distributed version control system.

Version control systems are a category of software tools that help a software team manage changes to **source** code over time.

- ❑ Centralized works on client-server model eg: Apache Subversion
- ❑ Distributed works on peer-to-peer model eg: Git

A centralized version control system



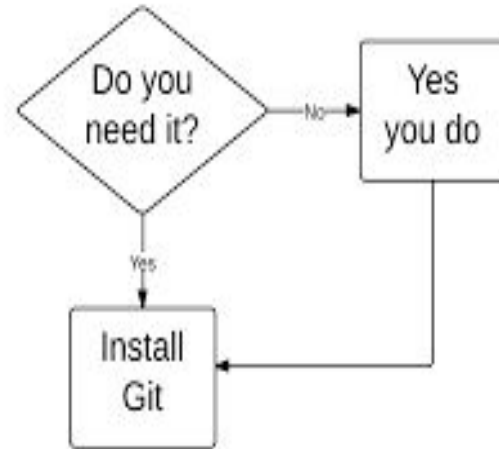
First time Setup

Go to git-scm.com

After installing check version

```
[kloy@ai]~  
$ git --version  
git version 2.17.1
```

Version Control Flowchart



Set config values

```
[X]-[kloy@ai]-[~]  
- $git config --global user.name "king-kloy"  
[kloy@ai]-[~]  
- $git config --global user.email "kingkloy16@gmail.com"  
[kloy@ai]-[~]  
- $git config --list  
[kloy@ai]-[~]  
- $
```

Need help with git?

- ❑ `$git <command> --help`
- ❑ `$git help <command>`



{ The problem with **git** jokes }

Everyone has
their own version!

Getting started...

- ❑ `$git init` ---> initialise a git repo
- ❑ `$git status` ---> check status before first commit
- ❑ `$git add -A` ---> adds a files to start tracking or staging area
- ❑ `$git reset <filename>` ---> remove file from staging area
- ❑ `$git commit -m "<message>"` ---> record changes to the repository
- ❑ `$git log` ---> check git history

.gitignore

Add gitignore file to ignore certain file types especially auto generated files from editors

```
# ===== #
# Unity generated #
# ===== #
Temp/
Library/

# ===== #
# Visual Studio / MonoDevelop generated #
# ===== #
ExportedObj/
obj/
*.svd
*.userprefs
/*.csproj
*.pidb
*.suo
/*.sln
*.user
*.unityproj
*.booproj

# ===== #
# OS generated #
# ===== #
.DS_Store
.DS_Store?
._*
.Spotlight-V100
.Trashes
ehthumbs.db
Thumbs.db
```

Working on remote projects

- ❑ `$git clone <url> <where to clone optional>` ---> 'download' a git repo
- ❑ `$git remote -v` ---> view information about the repository
- ❑ `$git branch -a` ---> list all of the branches

IN CASE OF 



git commit



git push



git out of building

Before Pushing changes

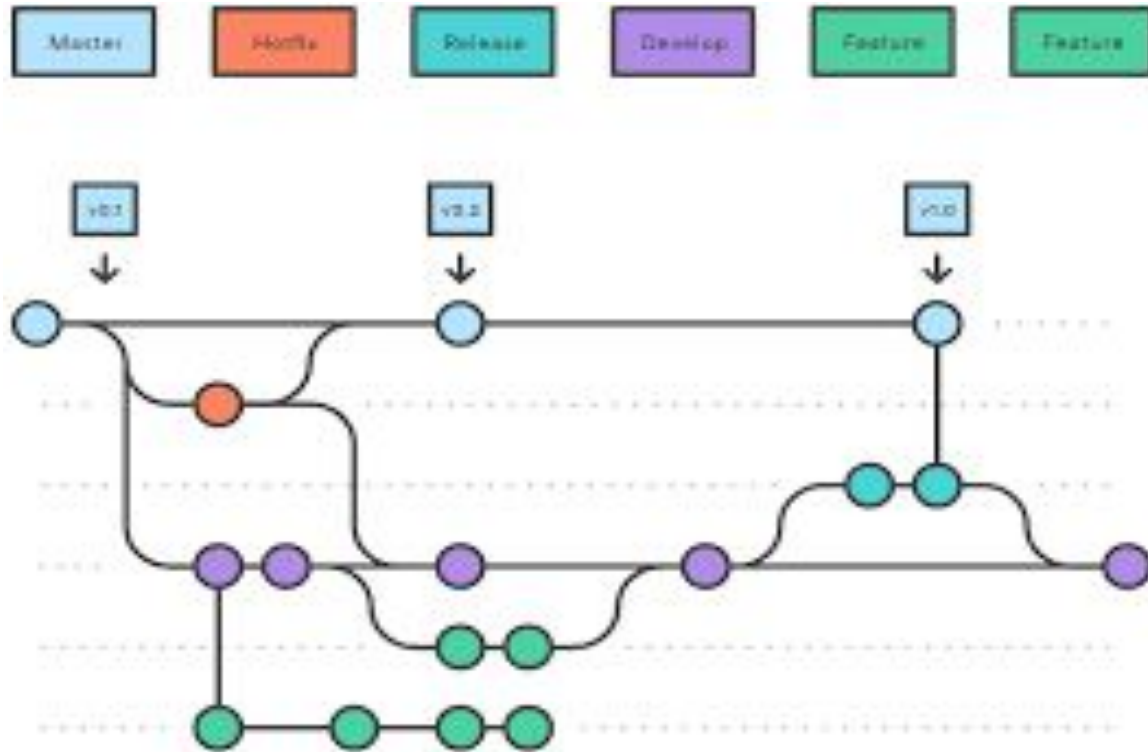
- ❑ `$git diff` ---> show differences between working tree
- ❑ `$git status` ---> check status before commit
- ❑ `$git add -A` ---> adds a files to start tracking or staging area
- ❑ `$git commit -m "<message>"` ---> record changes to the repository

Then Push

- ❑ `$git pull origin master` ---> Fetch from and integrate with another repository or a local branch
- ❑ `$git push origin master` ---> update remote references

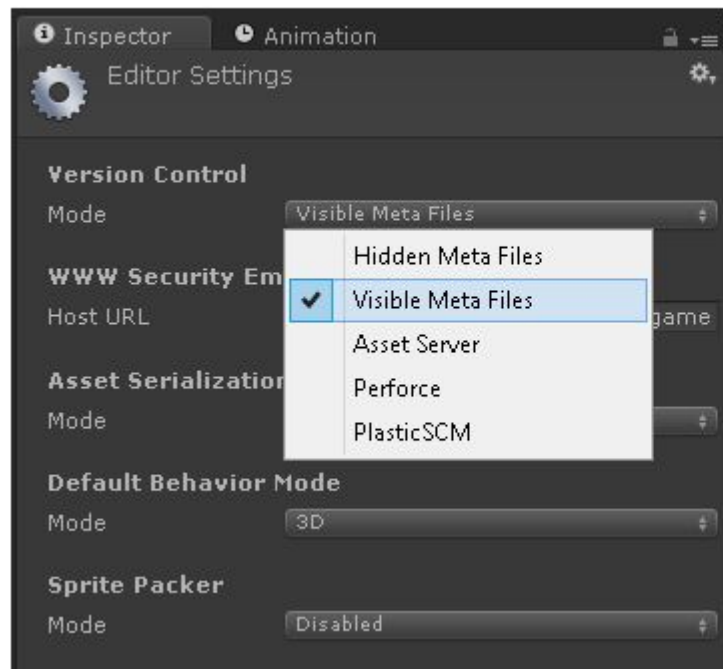
**‘whenever I see a door that
says “push”, I always pull first
to avoid conflicts’**

Git Workflow



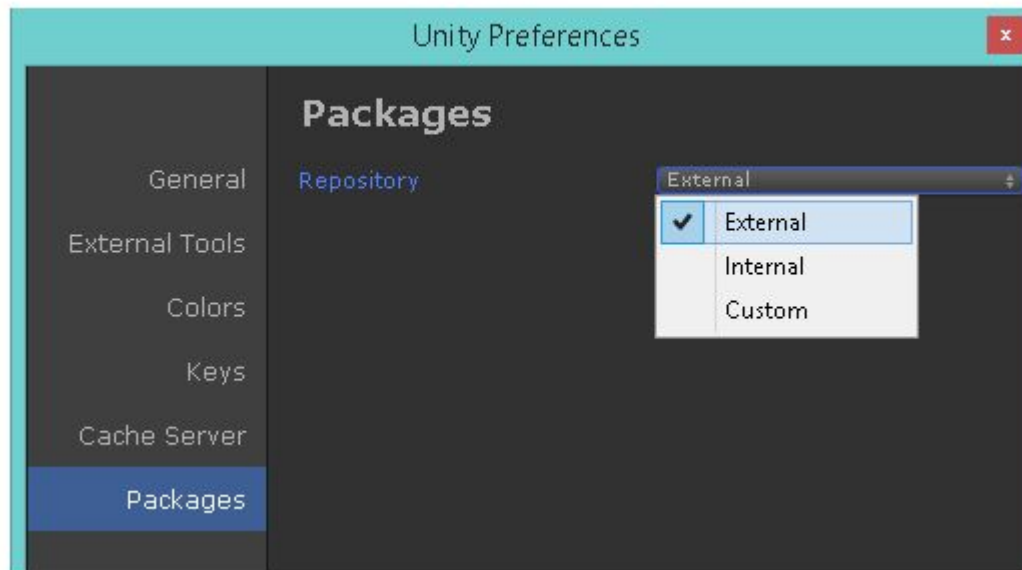
Unity3d Settings for VCS

Switch to Visible Meta Files in Edit → Project Settings → Editor → Version Control Mode.



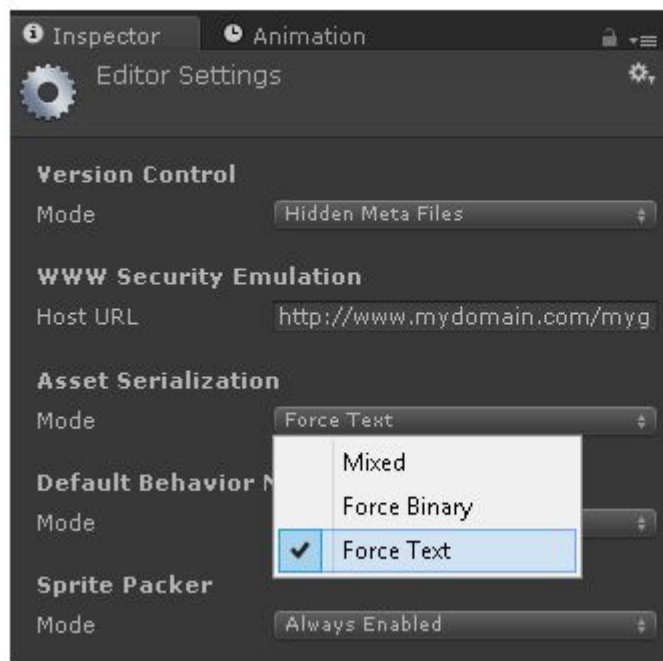
Unity3d Settings for VCS

Enable External option in Unity → Preferences → Packages → Repository



Unity3d Settings for VCS

Switch to Force Text in Edit → Project Settings → Editor → Asset Serialization Mode.



Let's keep in touch...



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Thank you for your audience

Aloha