COS30031

Games Programming
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01 - Lab - Bitbucket Setup

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Goals / deliverables:

- Setup the repo used for the entirety of this unit

Technologies, Tools, and Resources used:

- Google Chrome
- Markdown Previewer extension for VSCode
- Github Desktop

Tasks undertaken:

- Create new repo for this unit
- Share the repo with Swinburne
- Cloned the repo and committed unit base files/folders
- Create this report

What we found out:

Utilising GitHub as preference of git client for a BitBucket authorised repo. When trying to push, you are prompted for credentials to push, however once this is entered once, it is saved so you no longer need to re enter it!

Recommendations

GitHub Desktop is better than Sourcetree